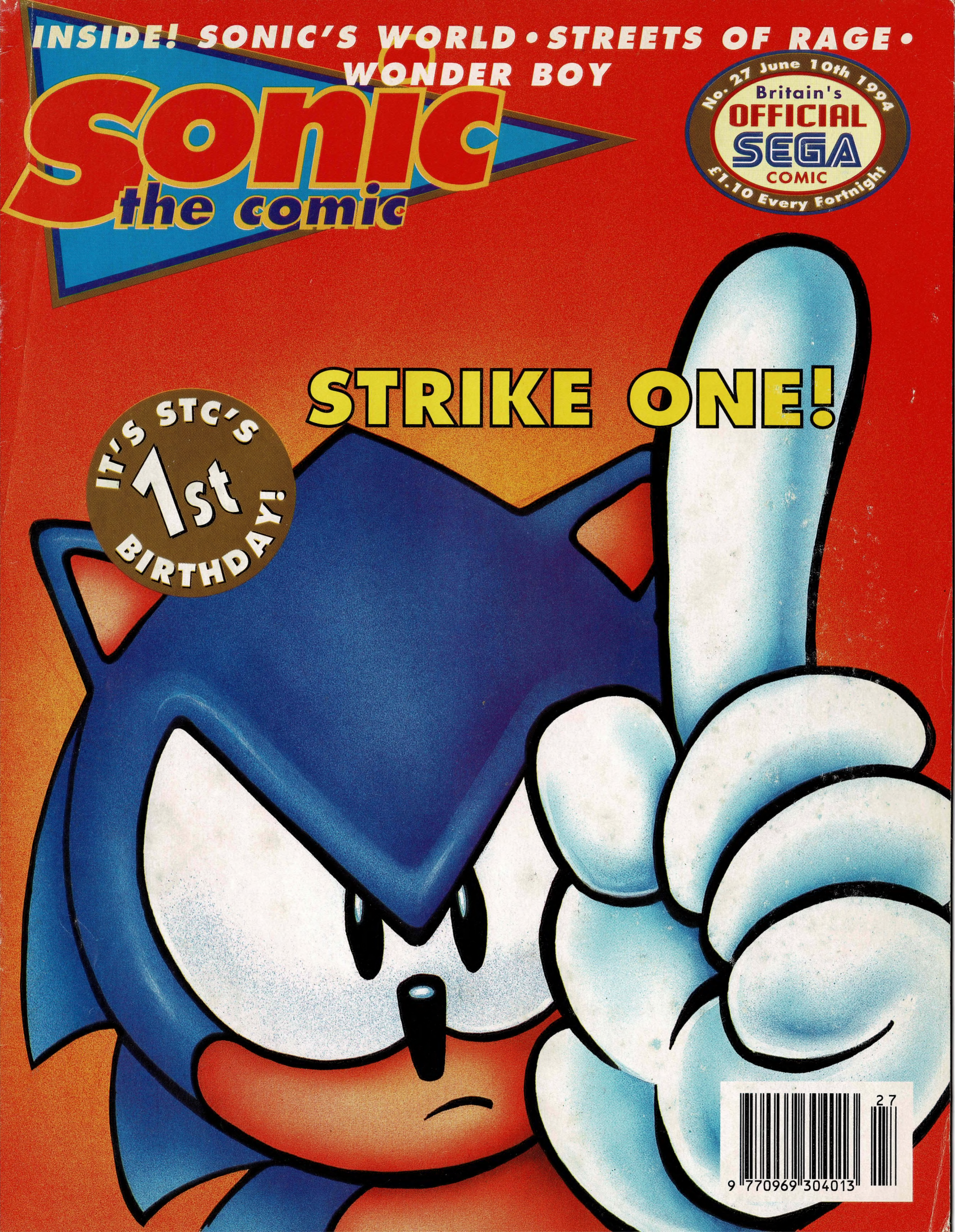
INSIDE! SONIC'S WORLD • STREETS OF RAGE • WONDER BOY

Sonic the comic

No. 27 June 10th 1994
Britain's OFFICIAL SEGA COMIC
£1.10 Every Fortnight

STRIKE ONE!

IT'S STC'S 1st BIRTHDAY!



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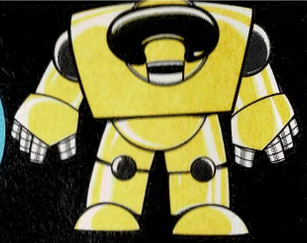
CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!
Happy birthday to us! Happy birthday to us!

Can you believe it Boomers - STC is one year old! It hardly seems like we've got started, but a quick glance to the right will show you how much we actually have done in the past year. No wonder my batteries feel so run down!

Although the lazy humes-who-think-they're-in-charge believe the success of STC is down to them, you and I know better. Thanks to all of you, STC is the top-selling video game comic in the U.K. Your support and enthusiasm has made STC what it is today. Take a bow, Boomers.

That's enough about the past. What've we got in the future? How about more free gifts? Yeah, thought you'd like that idea!

Next issue we give you a brand, spanking-new, covers-any-wall **Sonic Poster**! As you can't get enough of STC's **Sonic The Poster Mag** (no.5 on sale next month, starring guess who?), now you've a bonus **Sonic** poster coming to you free.

Not only do you get a free gift in STC 28, but there's two new series to boot. **Tails** returns in a new story (I can hear the cheers) and then there's **Pirate STC**. You've seen Sega's TV ads, now prepare for serious weirdness as Fezhead and The Skull invade **Sonic The Comic**. It's the wildest, weirdest STC series yet!

It's not often that I mention those humes around here by name but even I had to shed a spot of oil when *Clare Gillmore*, STC's demon Designer since issue one, packed her bags and fled the office screaming: "You'll never catch me." Clare was last seen heading for the far side of the planet (does she think she's safe there? Hah!). Bon voyage, Clare. STC will miss you.

Megadroid

STC's Birthday Checklist

Just for a change we're giving you a present! How about a year's worth of seriously Sega-charged excitement? Here's a list of every awesome series we've run in STC over the past 12 months. Check out which ones you've missed - and just think ... if STC can do all this in a year, what's coming up in the next 12 months?

Series are listed in alphabetical order. Numbers refer to issues they originally appeared in.

DECAP ATTACK:
10-15

ECCO THE DOLPHIN:
13-18

ETERNAL CHAMPIONS:
19-24

KID CHAMELEON:
7-12

LEGEND of the GOLDEN AXE
Citadel of Dead Souls: 1-6
Plague of Serpents: 13-18

SHINOBI
The Fear Pavilion: 1-6
The Art of War: 19-24

SONIC THE HEDGEHOG
Enter Sonic: 1
Robofox: 2
Mayhem in the Marble Hill Zone: 3
Day of The Badniks: 4
Lost in the Labyrinth Zone: 5
Attack on the Death Egg: 6
Super Sonic: 7
The Origin of Sonic: 8
Back to Reality: 9
Megatox: 10
Time Racer: 11
Hidden Danger: 12
Double Trouble: 13
Hero of the Year: 14
The Green Eater: 15
Happy Christmas, Doctor Robotnik: 16
Sonic the Human: 17
Casino Night: 18-19
Hill Top Terror: 20
Girl Trouble: 21-22
Pirates of the Mystic Cave: 23
The Sonic Terminator: 24-28

SONIC'S WORLD:
25-27

STREETS OF RAGE
Series 1: 7-12
Skates' Story: 25-30

TAILS
The Nameless Zone: 16-17
The Land Beyond: 18-21
The Morbidden Hunt: (starts next issue)

WONDER BOY
Demon World: 2-9
Ghost World: 22-27

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · RE re-entry · new new entry

ELSPA CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	▲	FIFA INTERNATIONAL SOCCER
2	▼	SONIC THE HEDGEHOG 3
3	▼	PGA EUROPEAN TOUR GOLF
4	—	NBA JAM
5	▲	ALADDIN
6	▼	SENSIBLE SOCCER
7	—	ZOOL/JAMES POND 3
8	—	MICRO MACHINES
9	new	HAUNTING
10	RE	X-MEN

MEGA-CD

1	—	GROUND ZERO TEXAS
2	—	WWF RAGE IN THE CAGE
3	RE	FINAL FIGHT
4	▲	LETHAL ENFORCERS
5	▲	MICROCOSM
6	RE	ECCO THE DOLPHIN
7	new	CHUCK ROCK 2
8	▼	NIGHT TRAP
9	—	SILPHEED
10	▼	THUNDERHAWK

MASTER SYSTEM

1	▲	SONIC CHAOS
2	▲	SHINOBI
3	▲	MICRO MACHINES
4	RE	THE NINJA
5	▲	FANTASTIC ADVENTURES OF DIZZY
6	▼	JUNGLE BOOK
7	▼	MORTAL KOMBAT
8	new	ESWAT
9	RE	SMASH TV
10	RE	WINTER OLMPICS

GAME GEAR

1	—	MICRO MACHINES
2	new	ALADDIN
3	▼	NBA JAM
4	▼	DESERT STRIKE
5	▼	JUNGLE BOOK
6	▲	SENSIBLE SOCCER
7	▲	SONIC THE HEDGEHOG 2
8	▼	SONIC CHAOS
9	RE	F1
10	RE	ECCO THE DOLPHIN

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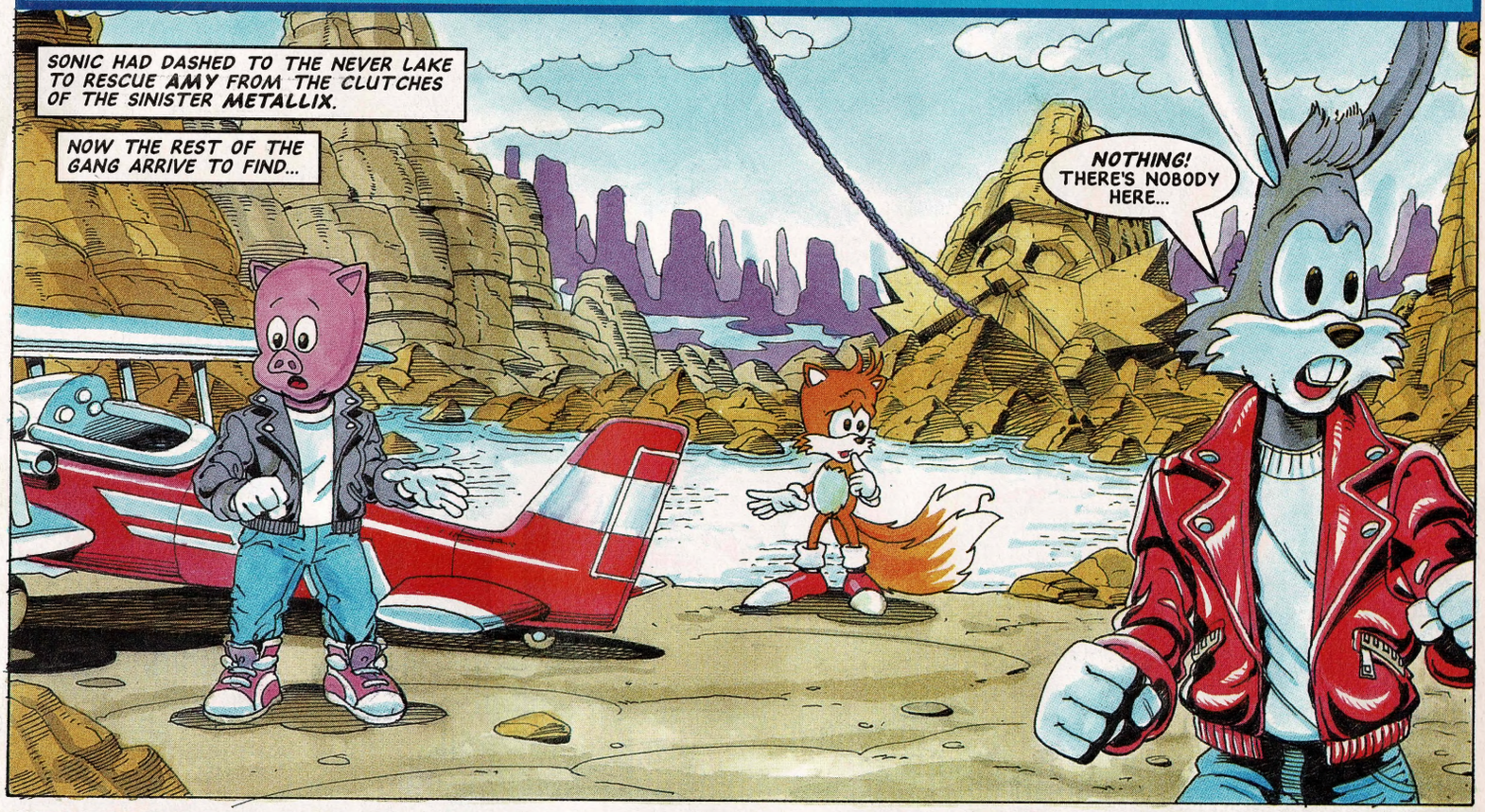
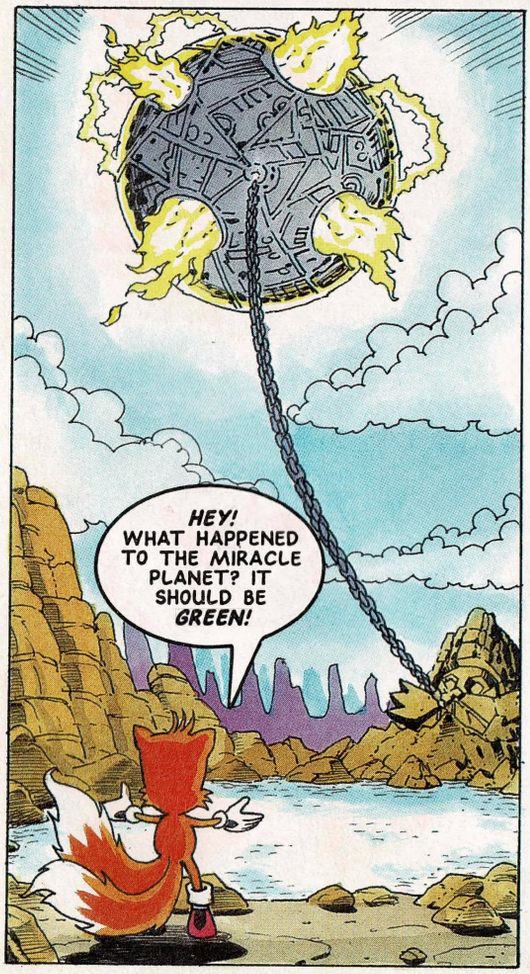
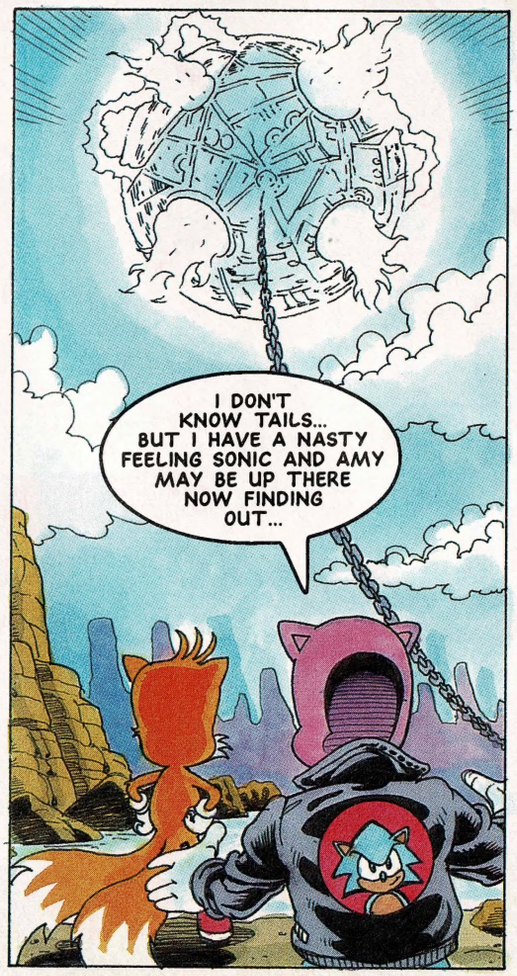
SONIC THE HEDGEHOG™

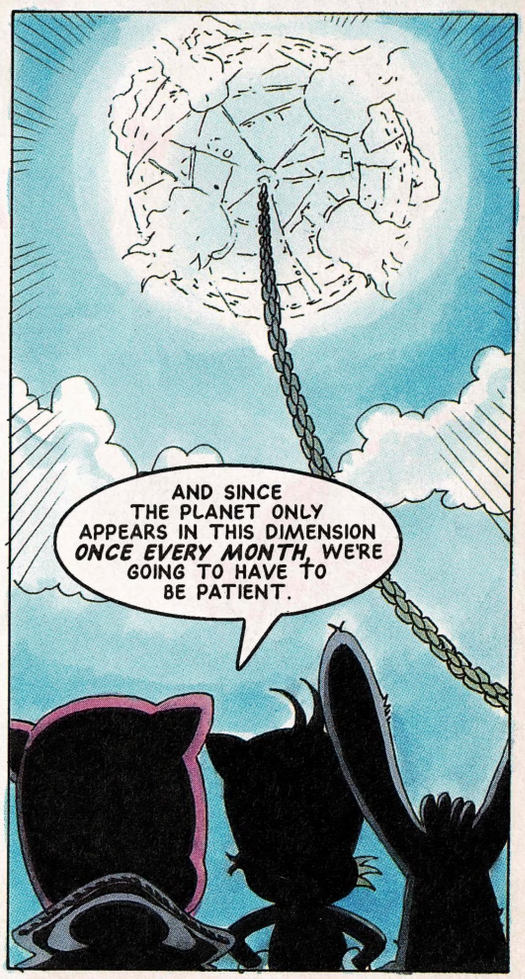
The Sonic Terminator Part 4

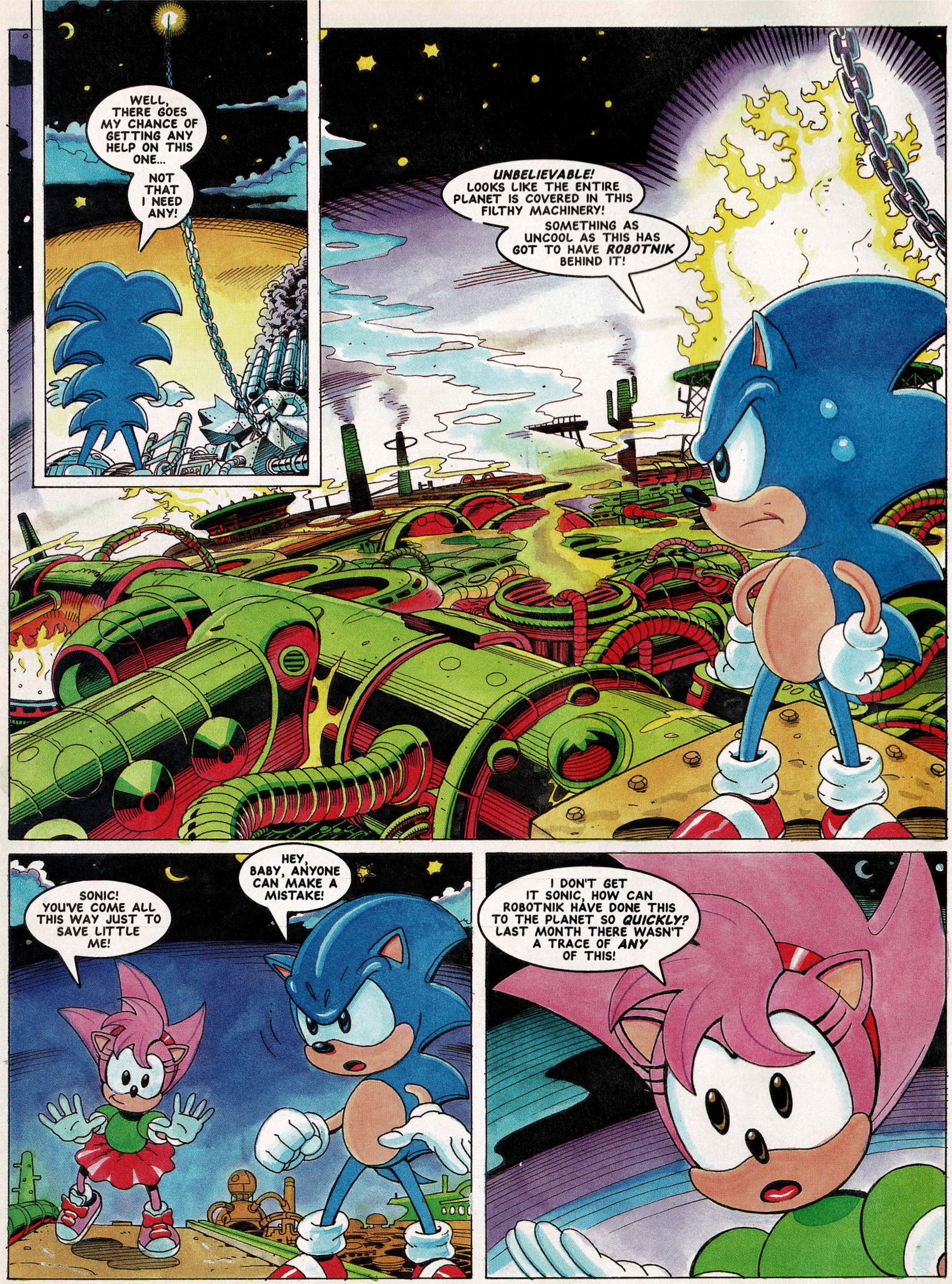
Script: Nigel Kitching
Art: Richard Elson
Lettering: Steve Potter

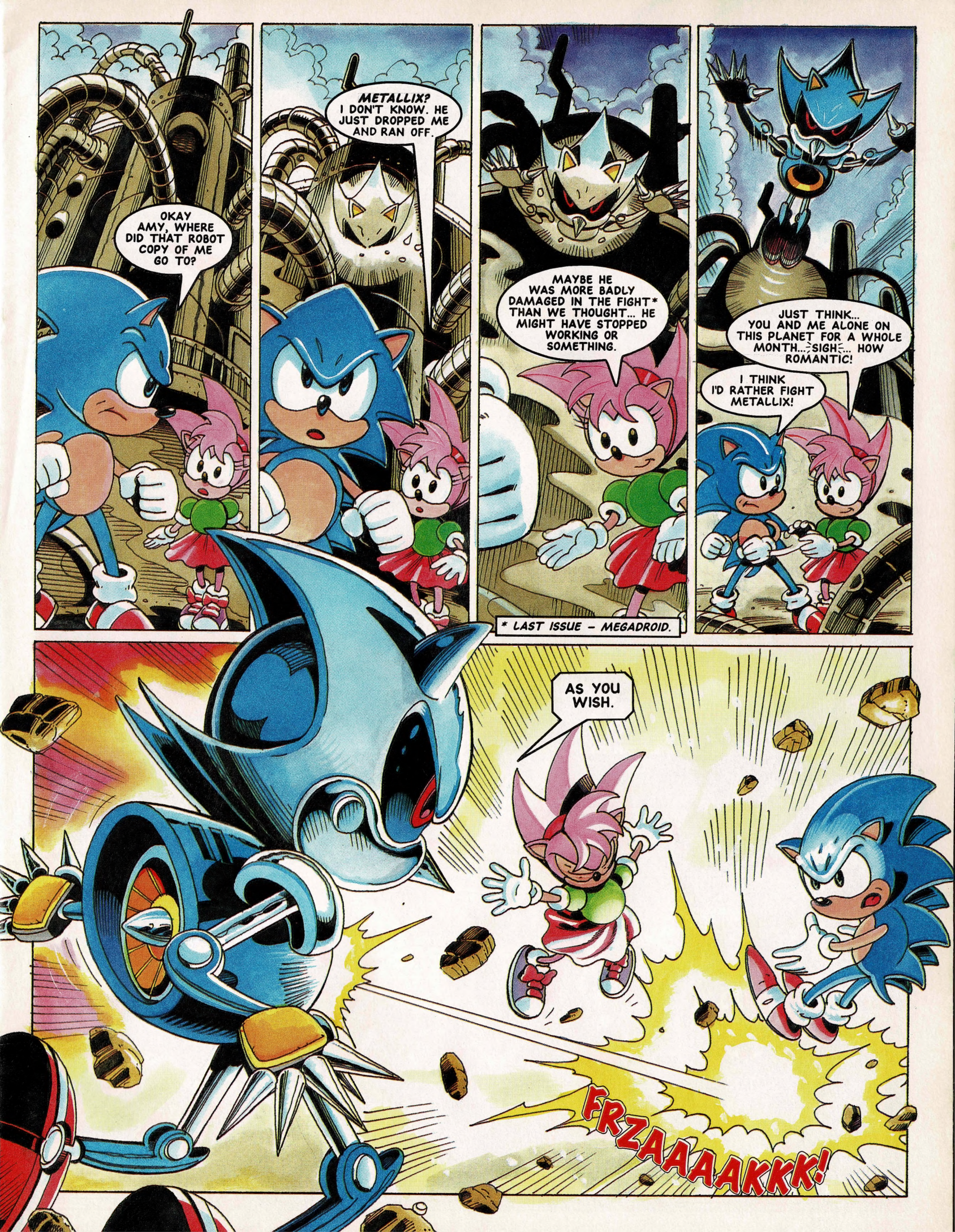

SONIC HAD DASHED TO THE NEVER LAKE TO RESCUE AMY FROM THE CLUTCHES OF THE SINISTER METALLIX.
NOW THE REST OF THE GANG ARRIVE TO FIND...
NOTHING! THERE'S NOBODY HERE...

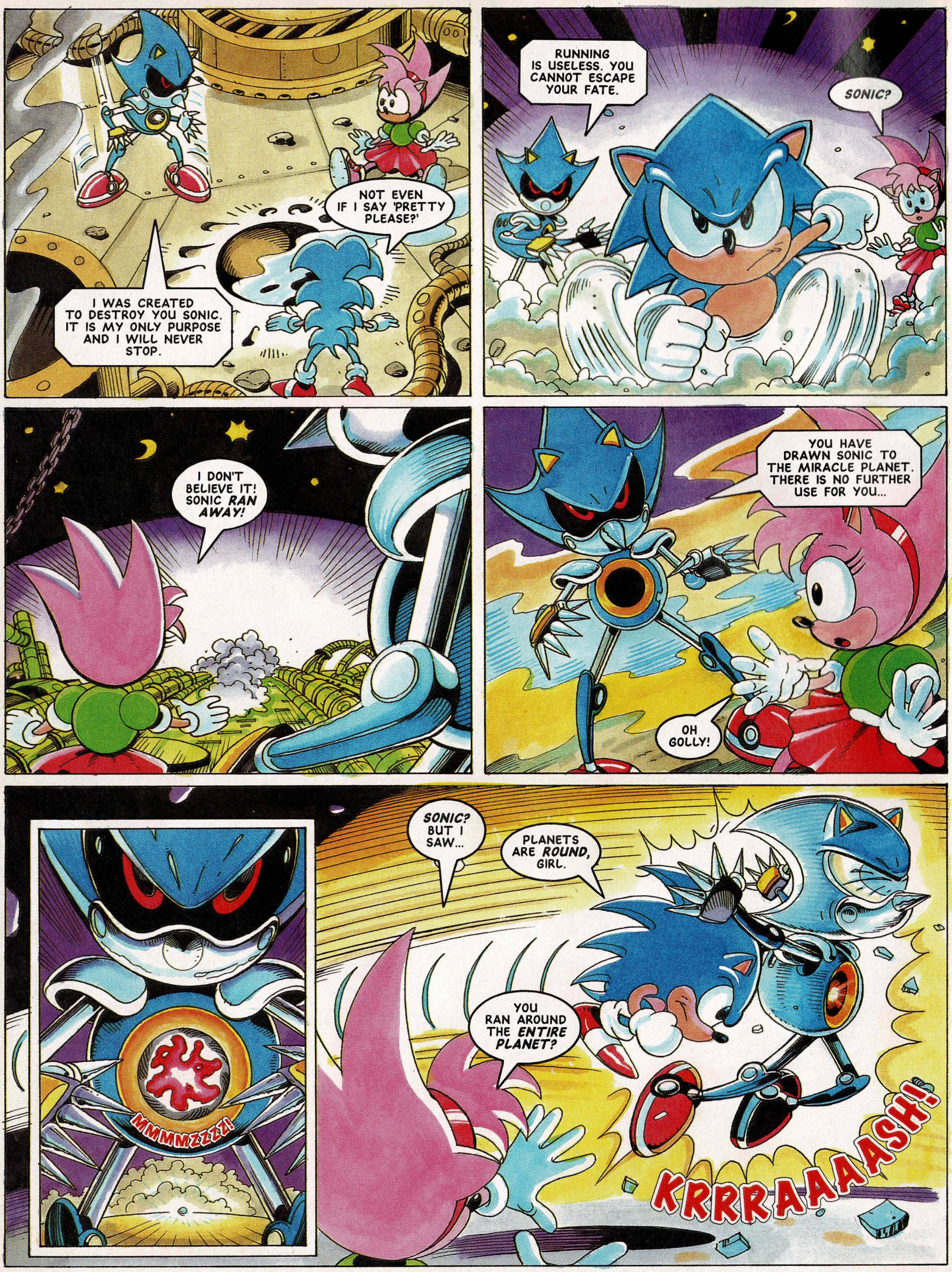


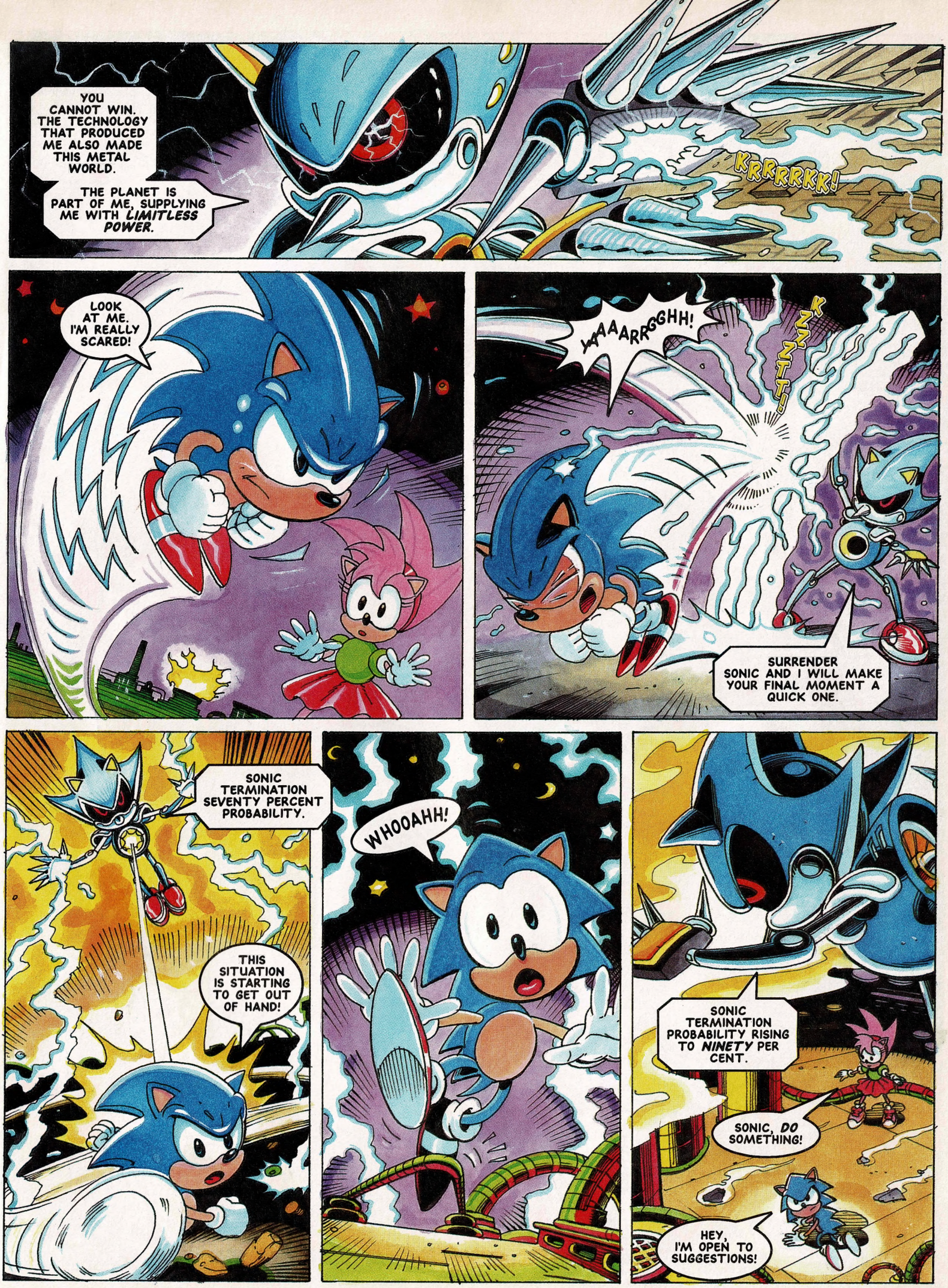


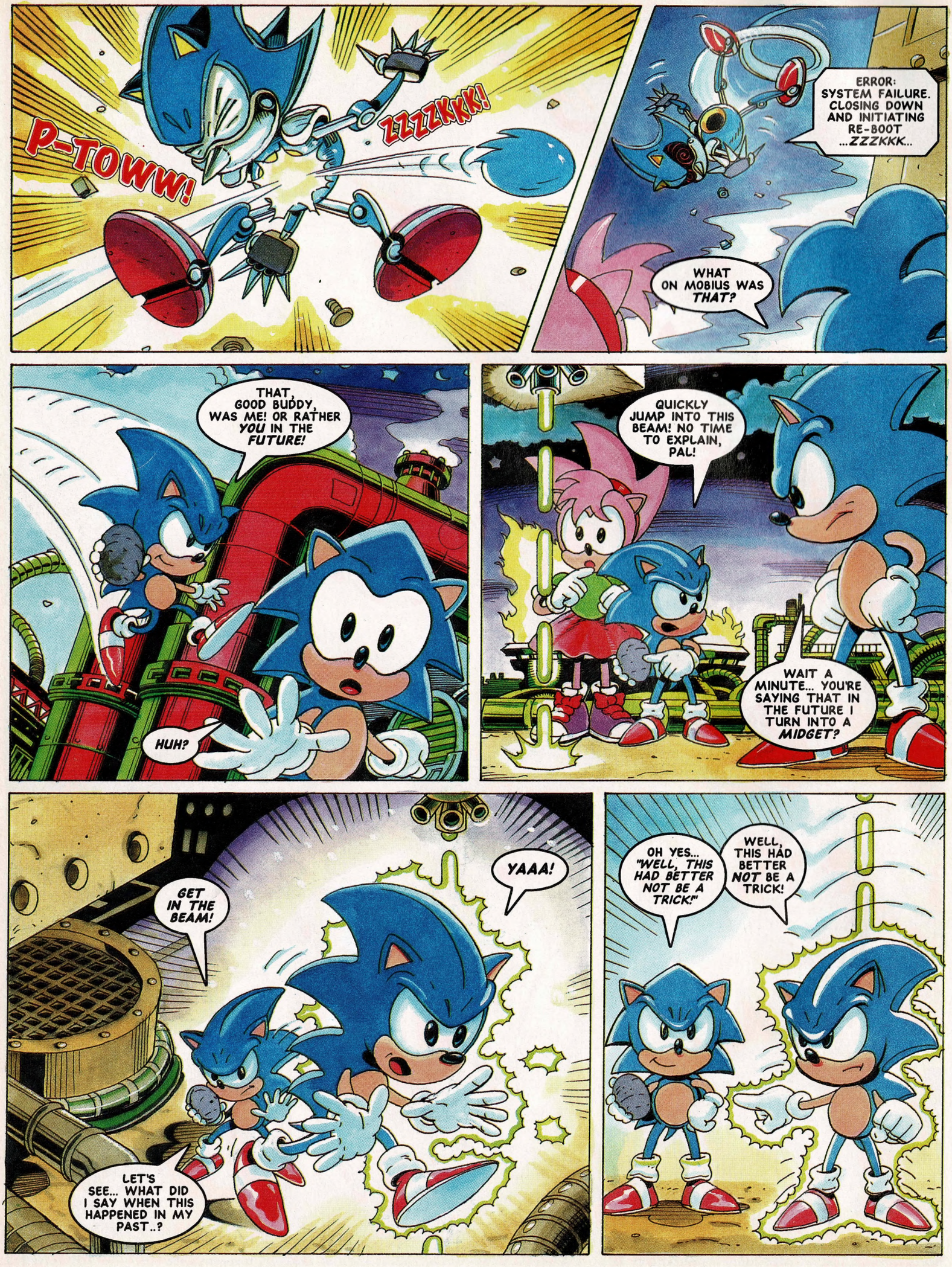


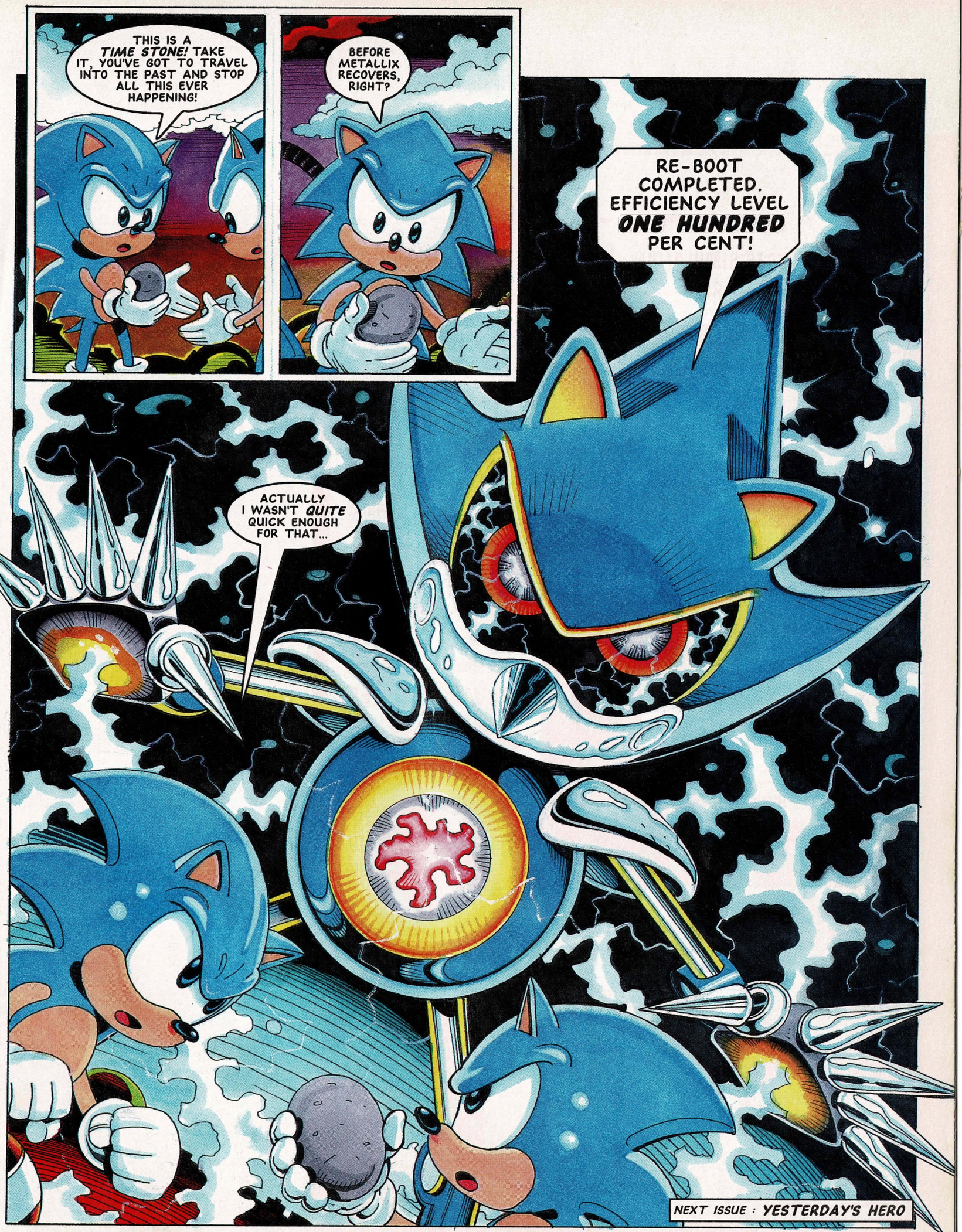

WELL, THERE GOES MY CHANCE OF GETTING ANY HELP ON THIS ONE...
NOT THAT I NEED ANY!
UNBELIEVABLE! LOOKS LIKE THE ENTIRE PLANET IS COVERED IN THIS FILTHY MACHINERY!
SOMETHING AS UNCOOL AS THIS HAS GOT TO HAVE ROBOTNIK BEHIND IT!
SONIC! YOU'VE COME ALL THIS WAY JUST TO SAVE LITTLE ME!
HEY, BABY, ANYONE CAN MAKE A MISTAKE!
I DON'T GET IT SONIC, HOW CAN ROBOTNIK HAVE DONE THIS TO THE PLANET SO QUICKLY? LAST MONTH THERE WASN'T A TRACE OF ANY OF THIS!


OKAY AMY, WHERE DID THAT ROBOT COPY OF ME GO TO?
METALLIX? I DON'T KNOW. HE JUST DROPPED ME AND RAN OFF.
MAYBE HE WAS MORE BADLY DAMAGED IN THE FIGHT* THAN WE THOUGHT... HE MIGHT HAVE STOPPED WORKING OR SOMETHING.
JUST THINK... YOU AND ME ALONE ON THIS PLANET FOR A WHOLE MONTH...SIGH... HOW ROMANTIC!
I THINK I'D RATHER FIGHT METALLIX!
* LAST ISSUE - MEGADROID.
AS YOU WISH.
FRZAAAAKKK!


I WAS CREATED TO DESTROY YOU SONIC. IT IS MY ONLY PURPOSE AND I WILL NEVER STOP.
NOT EVEN IF I SAY 'PRETTY PLEASE?'
RUNNING IS USELESS. YOU CANNOT ESCAPE YOUR FATE.
SONIC?
I DON'T BELIEVE IT! SONIC RAN AWAY!
YOU HAVE DRAWN SONIC TO THE MIRACLE PLANET. THERE IS NO FURTHER USE FOR YOU...
OH GOLLY!
MMMMZZZT!
SONIC? BUT I SAW...
PLANETS ARE ROUND, GIRL.
YOU RAN AROUND THE ENTIRE PLANET?
KRRRAAAASH!


YOU CANNOT WIN. THE TECHNOLOGY THAT PRODUCED ME ALSO MADE THIS METAL WORLD.
THE PLANET IS PART OF ME, SUPPLYING ME WITH LIMITLESS POWER.
KRRRRKK!
LOOK AT ME. I'M REALLY SCARED!
AAARRGGHH!
KZZZTT!
SURRENDER SONIC AND I WILL MAKE YOUR FINAL MOMENT A QUICK ONE.
SONIC TERMINATION SEVENTY PERCENT PROBABILITY.
THIS SITUATION IS STARTING TO GET OUT OF HAND!
WHOOAHH!
SONIC TERMINATION PROBABILITY RISING TO NINETY PER CENT.
SONIC, DO SOMETHING!
HEY, I'M OPEN TO SUGGESTIONS!


P-TOWW!
ZZZZKKK!
ERROR: SYSTEM FAILURE. CLOSING DOWN AND INITIATING RE-BOOT ...ZZZKKK...
WHAT ON MOBIUS WAS THAT?
THAT, GOOD BUDDY, WAS ME! OR RATHER YOU IN THE FUTURE!
HUH?
QUICKLY JUMP INTO THIS BEAM! NO TIME TO EXPLAIN, PAL!
WAIT A MINUTE... YOU'RE SAYING THAT IN THE FUTURE I TURN INTO A MIDGET?
GET IN THE BEAM!
YAAA!
LET'S SEE... WHAT DID I SAY WHEN THIS HAPPENED IN MY PAST..?
OH YES... "WELL, THIS HAD BETTER NOT BE A TRICK!"
WELL, THIS HAD BETTER NOT BE A TRICK!


THIS IS A TIME STONE! TAKE IT, YOU'VE GOT TO TRAVEL INTO THE PAST AND STOP ALL THIS EVER HAPPENING!
BEFORE METALLIX RECOVERS, RIGHT?
RE-BOOT COMPLETED. EFFICIENCY LEVEL ONE HUNDRED PER CENT!
ACTUALLY I WASN'T QUITE QUICK ENOUGH FOR THAT...
NEXT ISSUE : YESTERDAY'S HERO

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. Reviewers: David Gibbon, Jenny Fromer & Nick Protz.

NBA SHOWDOWN

game type: SPORTS SIMULATION
1-2 PLAYERS

MD

MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

I have been a fan of the basketball sim since *Double Dribble* hit the arcades way back, so I was pleasantly surprised when *NBA Jam* and **NBA Showdown** appeared on the shelves within a month of each other.

While *NBA Jam* is a bit easier to get into, the level of complexity and the enormous range of options of **NBA Showdown** is typical of Electronic Arts, and definitely no bad thing. You can custom build your own teams, make substitutions and even change tactics mid-way through the game. You play with a full team (as opposed to the two-on-two of *NBA Jam*) which makes for realistic game play, especially with penalties for fouling, travelling and going out of bounds.

You can opt to go one-on-one with a friend, plug in four with a multi-tap adaptor, or go against the computer by competing in the NBA. Thanks to the battery back-up feature you can keep track of stats and rejoin the action where you left off.

The controls are pretty standard for anyone who has played E.A.'s *Hockey* or *FIFA Rules* and are tricky to master at first. There are some problems in coping with ten players on screen as it gets congested in the shooting zone, making it difficult to pick out your best receiver.

This is a great game for anyone who doesn't have *NBA Jam*. The graphics are a bit of a let down and it's more of a struggle to pull off the special moves. However, the sheer size of the game makes it ultimately the more involving. My advice is to stick with it and you'll find **NBA Showdown** to be very rewarding. - NP

FAST FAX

PUBLISHER: ELECTRONIC ARTS
PRICE: £49.99

GRAPHICS 79
SOUND 72
PLAYABILITY 86

RAVES
A massive game for 'real' basketball fans.

GRAVES
Lacklustre graphics.

OVERALL 84%

BUBBA 'n' STIX

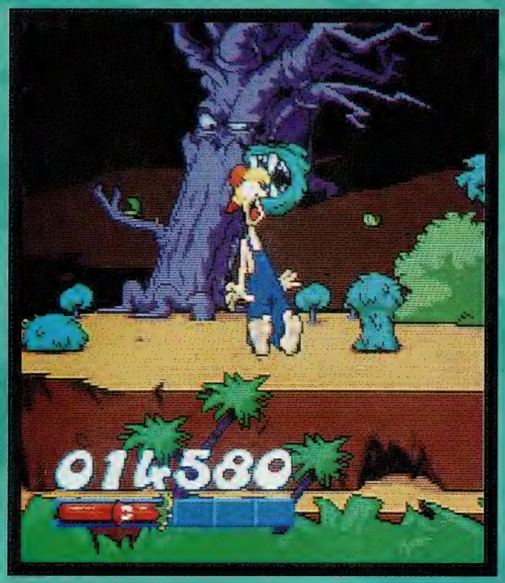
MD

game type: PLATFORM
1 PLAYER

Imagine you're a delivery man (person) carrying out your usual daily rounds, when suddenly you're kidnapped by space aliens who exhibit you in their alien zoo! Well, that's the predicament our friend Bubba finds himself in in **Bubba 'n' Stix.** Luckily, however, Bubba escapes from his captors with the help of a wooden stick, imaginatively (not) named Stix.

Bubba's next dilemma is how to find his way back to Earth. His 'gormless wimp' appearance gives the impression that he's just not capable of achieving this, but this wimp should not be underestimated. With the aid of his pal Stix, Bubba can overcome the puzzles in the game in a variety of ways. Stix also comes in handy when the occasion calls for beating enemies over the head! Plus he also has the ability to transform into a lever, a tightrope, a snorkel, and a temporary platform for getting onto high cliffs.

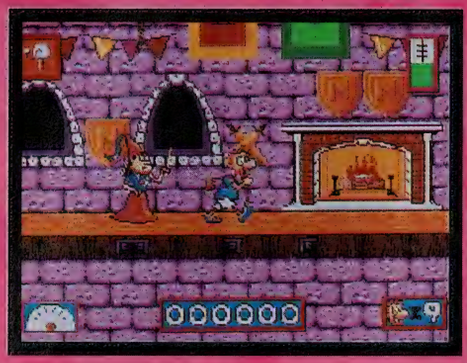
Bubba 'n' Stix contains five 'smallish' levels. Graphically, the game is slightly bland and uninspiring. To begin with, it's great fun and is really quite addictive, but the appeal soon wanes as it becomes another game that you're likely to prematurely turn off through boredom and frustration. However, there is the occasional nice surprise coupled with great humour. - DG



NORMY'S BEACH BABE-O-RAMA

game type: PLATFORM
1 PLAYER

MD



Remember *Sonic*? Remember *Busby*? You'll certainly remember them (and numerous others) when you delve into **Normy's Beach Babe-O-Rama**. Actually, you won't so much remember, as think wistfully back to those platformers with a bit of zip, clever graphics and the odd brain-teaser.

Instead you'll find yourself plodding through five random periods in history and at the end of each one, rescuing the occasional `beach babe'. Along the way you'll encounter some of the least imaginative foes seen for some time.

In terms of your own abilities, you don't so much run as crawl, and, except for your speed jumps (which do have a fair amount of zing) your average jumps are truly lethargic. Even more debilitating is the fact that the short bursts of invincible speed you produce leave you drained of energy for a good few seconds.

The basic game plan is to negotiate Normy through the various historical levels while killing anything in sight by hitting it with whatever weapon you last walked into. Smart gamers will quickly sum up which weapons pack the greatest punch, and step over the naff objects. To aid Normy along the way are the usual assortment of swinging vines, doors, lifts and floating objects. Now and then Normy spouts out a thought balloon which usually serves only to state the obvious.

The high points of the game are the little comic touches (which go some way to being a saving grace), they include wielding chickens and fruit pies as weapons and using pink piggies as trampolines.

My biggest complaint is one that could be levelled against any number of platform games - no passwords allowing you to temporarily jettison from the game without penalty. Sure, having three `continues' is nice, but the game is simply not compelling enough to incite you to stick with it for the duration.

Basically, **Normy's....** is pretty standard fare - unexciting graphics and uninspired tunes coupled with too few challenges and really lame bosses. - JF

FAST FAX

PUBLISHER: CORE DESIGN
PRICE: £44.99

GRAPHICS: 72
SOUND: 68
PLAYABILITY: 78

RAVES: Humourous with some nice touches.

GRAVES: Lacks enough interest to keep playing to the end.

OVERALL: 76%

FAST FAX

PUBLISHER: ELECTRONIC ARTS
PRICE: £39.99

GRAPHICS: 65
SOUND: 65
PLAYABILITY: 70

RAVES: A few good comic touches.

GRAVES: Unoriginal platform romp.

OVERALL: 62%

HERE'S A PIECE OF THE ACTION!
FOR THE WHOLE PICTURE - BUY THE MAG!
GIANT SHINOBI ACTION POSTER!
ALL-NEW, ALL-ACTION, COMPLETE SHINOBI STORY!
Sonic THE POSTER MAG
Starring Shinobi
No.4 ON SALE NOW AT ALL GOOD NEWSAGENTS
£1.35

STREETS OF RAGE

SKATES' STORY PART 3

'THERE'S ALWAYS ONE JERK IN EVERY CLASS WHO'S INTO COMPUTERS.

'ONE SPECKY WIMP WITH RICH PARENTS WHO DRIVE HIM TO SCHOOL.

'I SHOULD KNOW—I'VE GOT ONE PINNED DOWN UNDER MY SKATE SHOE RIGHT NOW.'

MMMFF GNNN.

STOP MOANING, HUH? I'M ALMOST FINISHED.

'MY STEPDAD WAS A COP WHO WAS BUMPED OFF BECAUSE HE HAD ENOUGH DIRT TO BRING DOWN HIS ENTIRE DEPARTMENT.

47th Precinct

Homicide division
Lieutenant Alcazar - murder, corruption
Lieutenant Harvey-theft, perjury
Lieutenant McKinley -murder, theft, vice
Lieutenant Torelli- arson, murder, racketeering
Lieutenant Wassermann, murder,extortion

Captain Berkwitz- murder, blackmail
Captain O'Reilly-fraud, perjury,theft
Sergeant Moran- extortion, perjury
Sergeant Violenti-murder
Patriomani McGruber- extortion-corruption

'HE DIED BECAUSE THE CREEPS WANTED THE INFORMATION ON THIS DISK.

'I CAN SEE WHY.'

Script: Mark Millar **Art:** Peter Richardson **Lettering:** Tom Frame

ROACH! HEY ROACH! I REALLY NEED YOUR HELP, MAN!
IT'S THE GUYS WHO KILLED MY STEPDAD!
KKRASH!
I KNOW WHO THEY ARE, ROACH! THEY'RE ALL COPS— CROOKED COPS!
EVERY ONE OF THEM IS AN EX-CON. THEY SHOULDN'T EVEN BE ON THE FORCE!
SO WHAT? COPS KILLING COPS— WHO CARES, SKATE?
HEADS UP, GUYS! FIRE IN THE HOLE!
HAHAHAHA!
WE TRASHED MURPHY'S APARTMENT, CAPTAIN. NO SIGN OF THE DISK ANYWHERE.
DIDN'T YOU ASK HIS WIFE?

WE TRIED, CAPTAIN. SHE'S ONE **TOUGH** LADY.
CAPTAIN! THERE'S A KID AT THE WINDOW!
A **KID**? BUT WE'RE **TEN FLOORS** UP!
OH-OH, THEY'VE SPOTTED ME! GOTTA... **AGGHH!**
YOU'RE GOING **NOWHERE**, GREASEBALL!
MOVE A MUSCLE AND YOU'RE **HISTORY!**

ARE YOU FINISHED YELLING NOW, RIZZO?
'COZ IF YOU ARE, WE'D LIKE TO ASK YOU A FEW QUESTIONS!
P-PLEASE — JUST LET ME GO!
I WON'T TELL ANYONE YOU KIDNAPPED ME!
I **SWEAR!**
YOU'RE NOT GOING ANYWHERE, RIZZO!
NOT 'TIL YOU TELL US WHAT **MISTER X** HAS DONE WITH MURPHY'S COMPUTER DISK.
FORGET IT, BLAZE.
I THINK WE'RE GOING TO HAVE TO GET A LITTLE MORE **PERSUASIVE!**
PLEASE, **NO!** I DON'T KNOW NUTHIN' ABOUT THE DISK!
I CAN TELL YOU ABOUT THE **BOMB** BUT I DON'T KNOW NOTHIN' ABOUT THE DISK!
A BOMB, HUH?
THIS I WANT TO HEAR!

I'D LIKE A MINUTE'S SILENCE, PLEASE, FOR THE KID WHO SAVED OUR HIDES!
IF IT WEREN'T FOR HIM WE'D HAVE NEVER LAID OUR HANDS ON MURPHY'S DIRTY DISK!
THAT CREEP HAD ENOUGH INFORMATION ON THIS LITTLE BABY TO WASTE MISTER X'S WHOLE OPERATION.
WHERE ARE WE TAKING THE KID?
OUT TO THE QUARRY TO DUMP HIS BODY WITH THE OTHERS?
NOPE.
WE'RE TAKING HIM TO SOMEONE WHO KNOWS HOW TO KILL WITH REAL STYLE!
Coke is good
NEXT ISSUE: SKATE OR DIE!

NEWS Zone

*Good things come in small packages - and they don't come much smaller than the cars in **Micro Machines 2** on the Mega Drive.*

J-CARTS CLEAN UP

Codemasters' new releases bring players closer together

Cast your mind back to STC 23 and the news of Codemasters' *Tennis All-Stars*, the first in the new range of J-Carts for the Mega Drive, carts with built-in four-player adapators. Remember? Get this - it's now called **Pete Sampras Tennis** (as in the world's number one Singles player) and is released under Codemasters' new Sportsmaster label in June, price £44.99. Codemasters have revealed that further sporty J-Cart releases will include Rugby, Soccer, American Football, Ice Hockey and Basketball.

Staying with the sports theme but moving away from the J-Cart range - attention Master System and Game Gear owners, **Global Golf** is just for you! Codemasters claim that **Global Golf** is as detailed and playable as golf sims seen on the PC compatible computers. The two fictitious courses provided are drawn in detailed, shaded 3D, and up to four players can take part in a tournament. **Global Golf** is due for release in July.

The first non-sporty J-Cart will be **Micro Machines 2**. The sequel to the top-notch racing simulation with teeny weeny vehicles will feature simultaneous four-player action, plus 54 new courses, more contenders than before, more speed and some bonus power-ups for good measure. **Micro Machines 2** is released in November for the Mega Drive and the Game Gear (not a J-Cart but with a two-player link option).

From the same team as the original *Micro Machines* comes another addition to the recent resurgence of simulated pin-tables. **Psycho Pinball** for the Mega Drive features multi-player, multi-ball action across five themed tables (plus sub-games). Codemasters reckon that the ball has the most 'real feel' ever experienced. Find out in November.

Finally, two new Mega Drive platformers are on Codemasters' cards for release before the end of this year: **Aarnie,** formerly *Smaartvark!* (News Zone, STC 21) and **Captain Havoc** (a 15-stage swashbuckling adventure with a cartoon look).

*A table from **Psycho Pinball** in its entirety - not how it's seen during play, we should add.*

***Pete Sampras Tennis**: At least four people won't scrape their knees on the hard courts.*

*Well shiver our timbers - it's **Captain Havoc**!*

***Global Golf**: On course for a July release - and only on the Master System and Game Gear (seen here).*

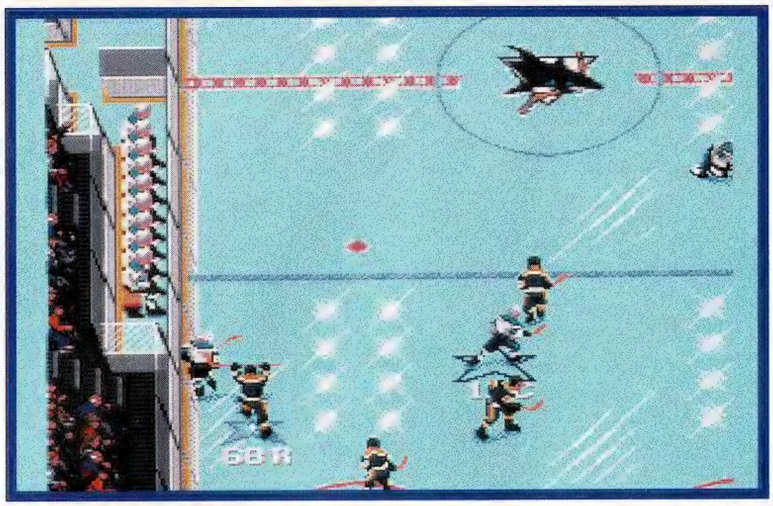
*Codemasters pay tribute to Mr Schwarzenegger with a muscle-bound aardvark called **Aarnie**.*

ARMCHAIR CONTENDERS

EA's sports challenge

It had to happen - electronic sports have just got serious. All you armchair footballers, golfers, hockey and basketball players can now turn your skills into serious dosh thanks to Electronic Arts.

The EA Sports Tournament Club has been set up to provide human competition for those who have tired of just taking on their Mega Drives. Qualifying competitions are being held in London, Birmingham and Manchester between now and August. The top eight players from each regional group get an all-expenses paid trip to the National Finals Weekend, where prizes and trophies totalling £2,000 will be awarded for each game category (football, hockey, golf, etc.).



*Are you a champion **NHL Hockey '94** player?*

The overal EA Sports Tournament Club Champion stands to walk away with prizes worth £2,500.

Not surprisingly, all the games featured are from EA's Sports range and include **FIFA International Soccer, Madden NFL '94, NHL Hockey '94** and **PGA European Tour Golf**. Team Championships will be run using EA's 4-Way Play adaptors.

Local clubs throughout the country are also planned, offering leagues and knockout events. There will also be a monthly newsletter, *EA Sports Scene*, to keep members updated on coming competitions and attractions.

If you fancy yourself as a budding electronic sports superstar get in touch with the EA Sports Tournament Club on 051 420 4831. Annual membership is £8.99, tournament entry fees start at £7.99.

TALES OF DISCWORLD- AND MORE

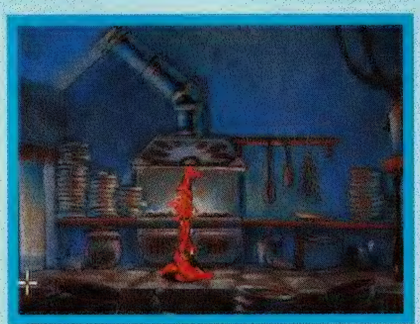
Psygnosis go disc crazy in '94

Psygnosis have seen the future - and it is disc shaped! Appropriately heading the company's '94 line-up of almost exclusively CD-ROM-based titles is **Discworld**, the game version of Terry Pratchett's best-selling fantasy creation. Psygnosis promise memorable characters, side-splitting fantasy scenarios and some 'famous name' comedy actors to provide the voices. Look out for **Discworld** on the Mega-CD later this year.

Second Samurai, the sequel to the legendary *First Samurai*, brings martial arts action to the Mega Drive and Mega-CD. History buffs will recall that *First Samurai*, although critically-acclaimed, sunk without trace after publisher Mirrorsoft plunged into the depths of oblivion following the death of evil media mogul Robert Maxwell nearly three years ago.

Also heading 'discwards' is mega-selling football sim **Sensible Soccer**. Wisely, Psygnosis have promised not to change the award-winning gameplay in any way. However, some enhanced graphic sequences and genuine CD-sampled crowd sounds have been added to take advantage of the Mega-CD format. Expect to see **Sensible Soccer** making a big noise at your nearest game shop this summer.

*Crowds cheer **Sensible Soccer** for the Mega-CD.*



*Coming to a Mega-CD disc near you: Terry Pratchett's magical **Discworld**!*

SHORT BURSTS

A REVOLUTIONARY NEW BLASTER?

Fans of Sega's playable blaster **Subterrania** should be pleased to hear that the German team behind it are now working on a new, fun-sounding action game for the Mega Drive. The as-yet-untitled project involves a helicopter, which instantly suggests a *Desert Strike* clone - but nothing could be further from the truth. In this blasterama, the texture-mapped scenery moves around the craft! The effect is quite something - let's hope it has the playability to match.

AT LAST OCEAN MAKES WAVES

Despite being one of the UK's most successful software publishers, Manchester-based Ocean Software has been very quiet on the Sega front (preferring to stick with some other company whose star is a fat plumber!). All this is likely to change before this year's out with the arrival of a handful of Mega Drive releases (most of them through Sony Electronic Publishing) including the critically-acclaimed platformer **Mr Nutz.** The run 'n' jump action starring a crazy squirrel is being put together by Ocean France, the team responsible for the SNES original. Incidentally, between you and us, work on a sequel has already begun.

"I don't know what all the fuss is about. I wasn't even booked."

(Vinny Jones)

Referee and two linesmen.
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Subbuteo
Accessories

"Puts the game in a different league, Brian."

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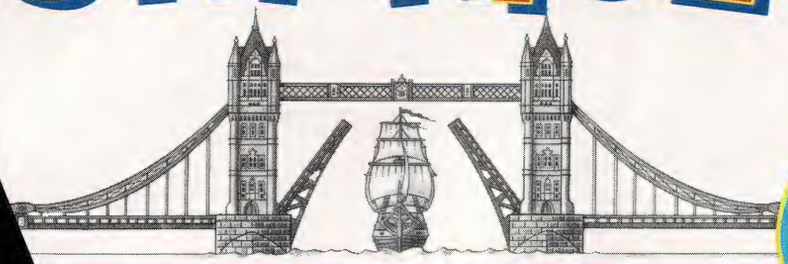
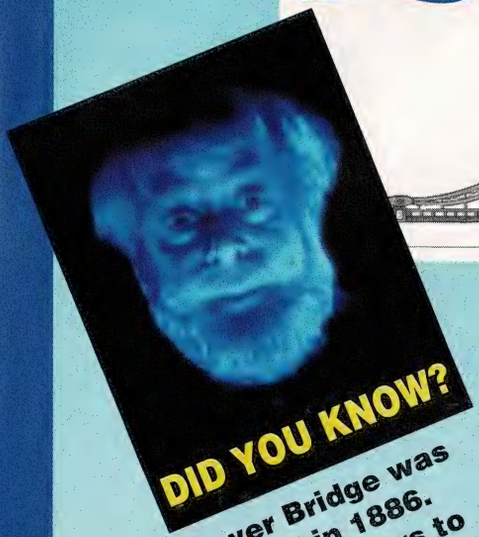


1894 - 1994

There's something for everyone

INSIDE

the most famous bridge in the world.



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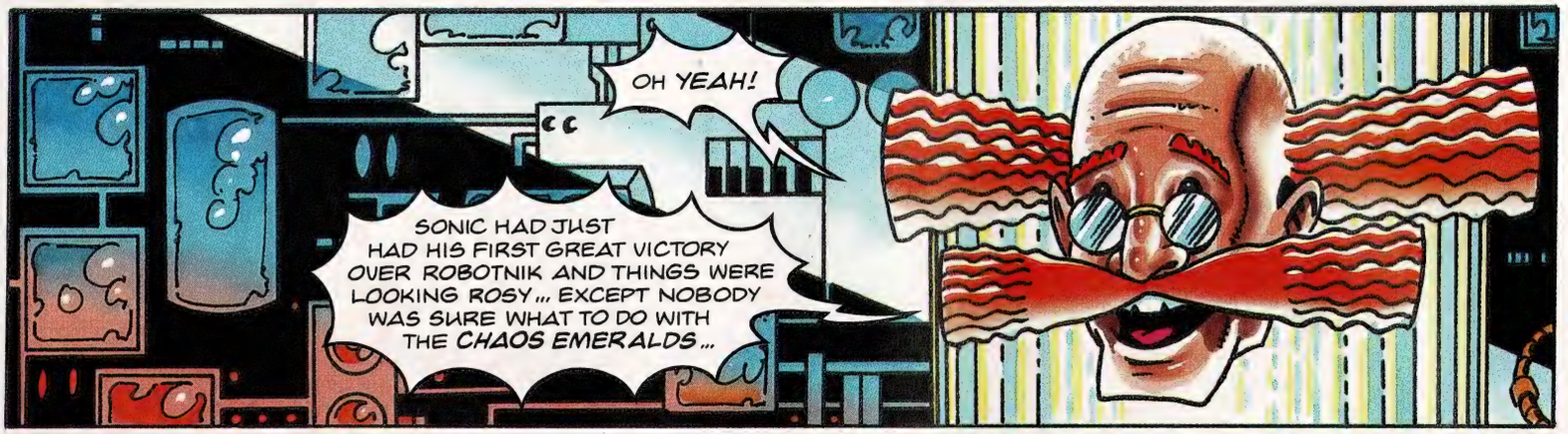
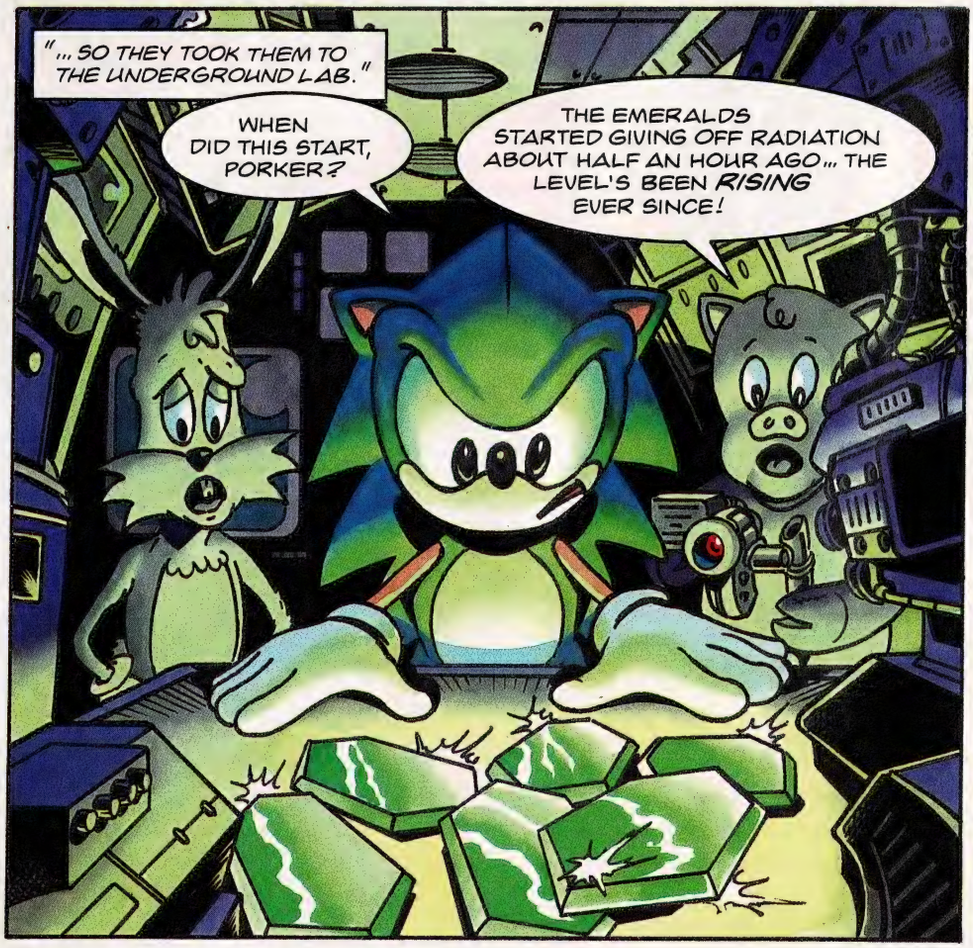
UNDERGROUND

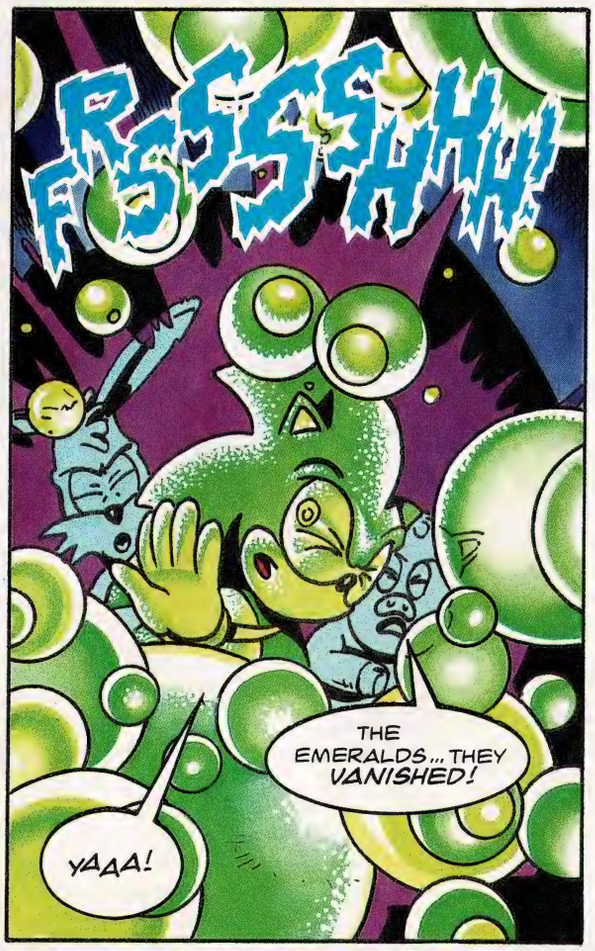
SONIC'S WORLD

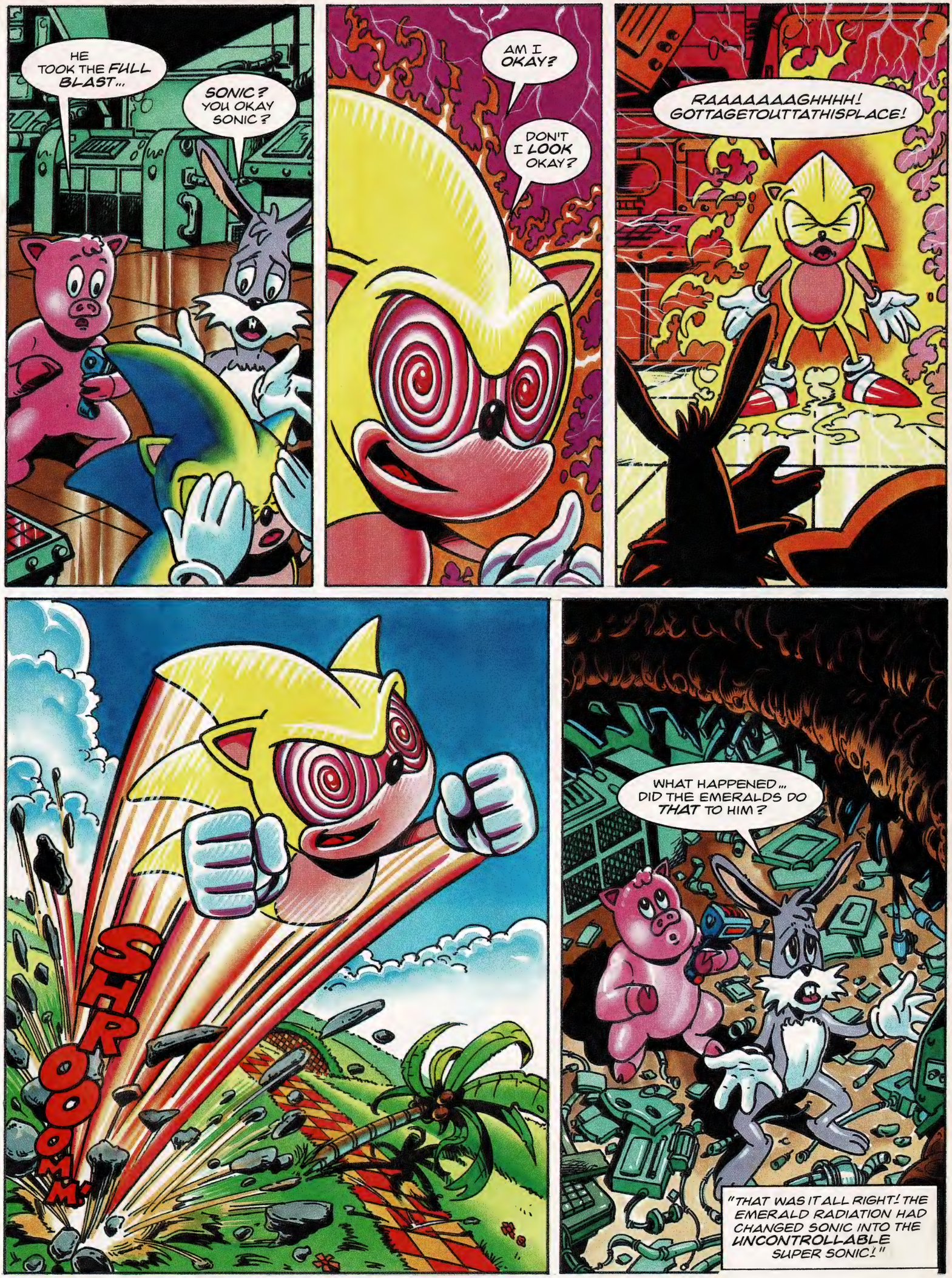
Part 2 A Tale of Tails

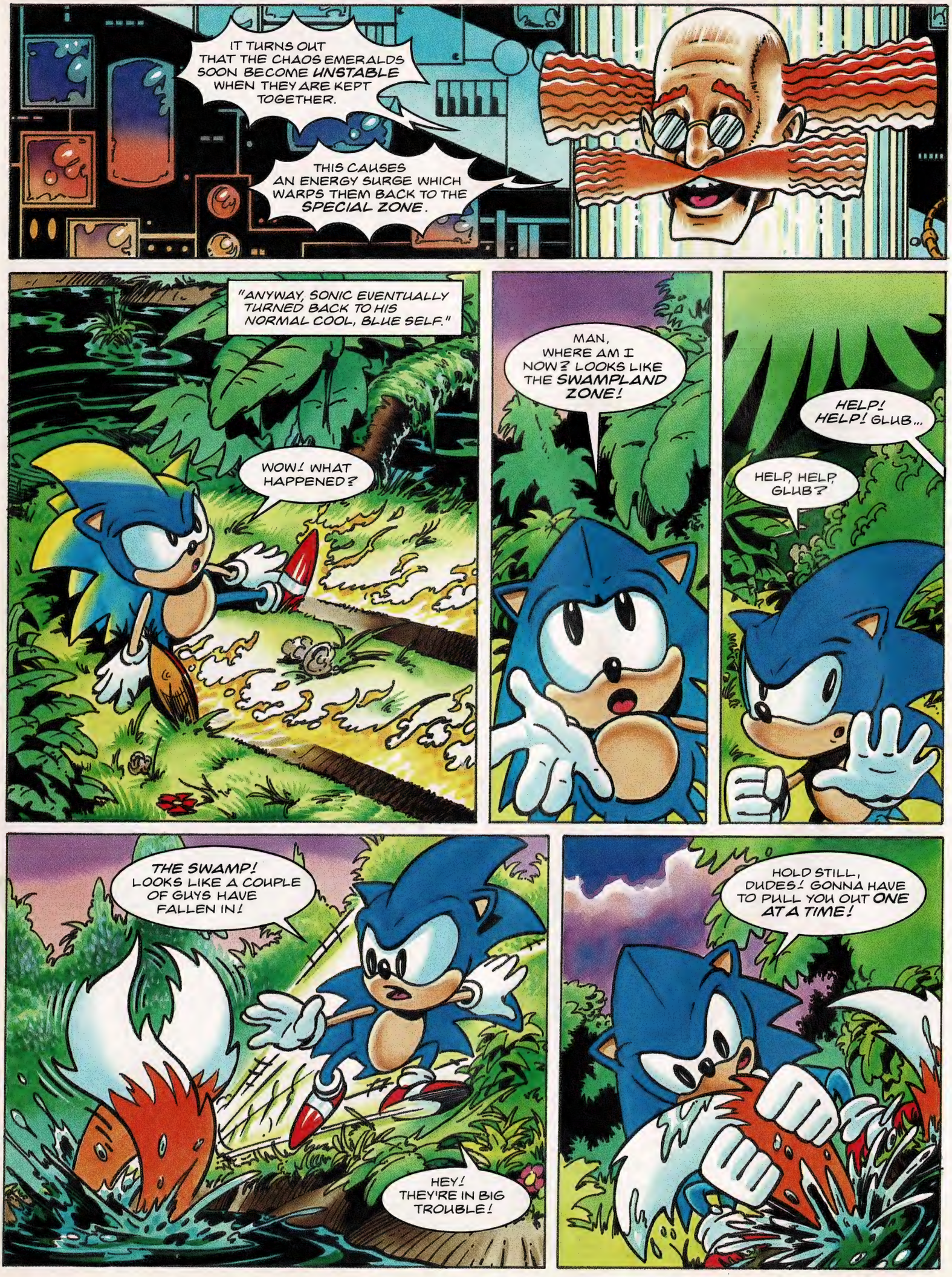
Script: Nigel Kitching
Art: Mike Hadley/ John M. Burns
Lettering: Ellie de'Ville

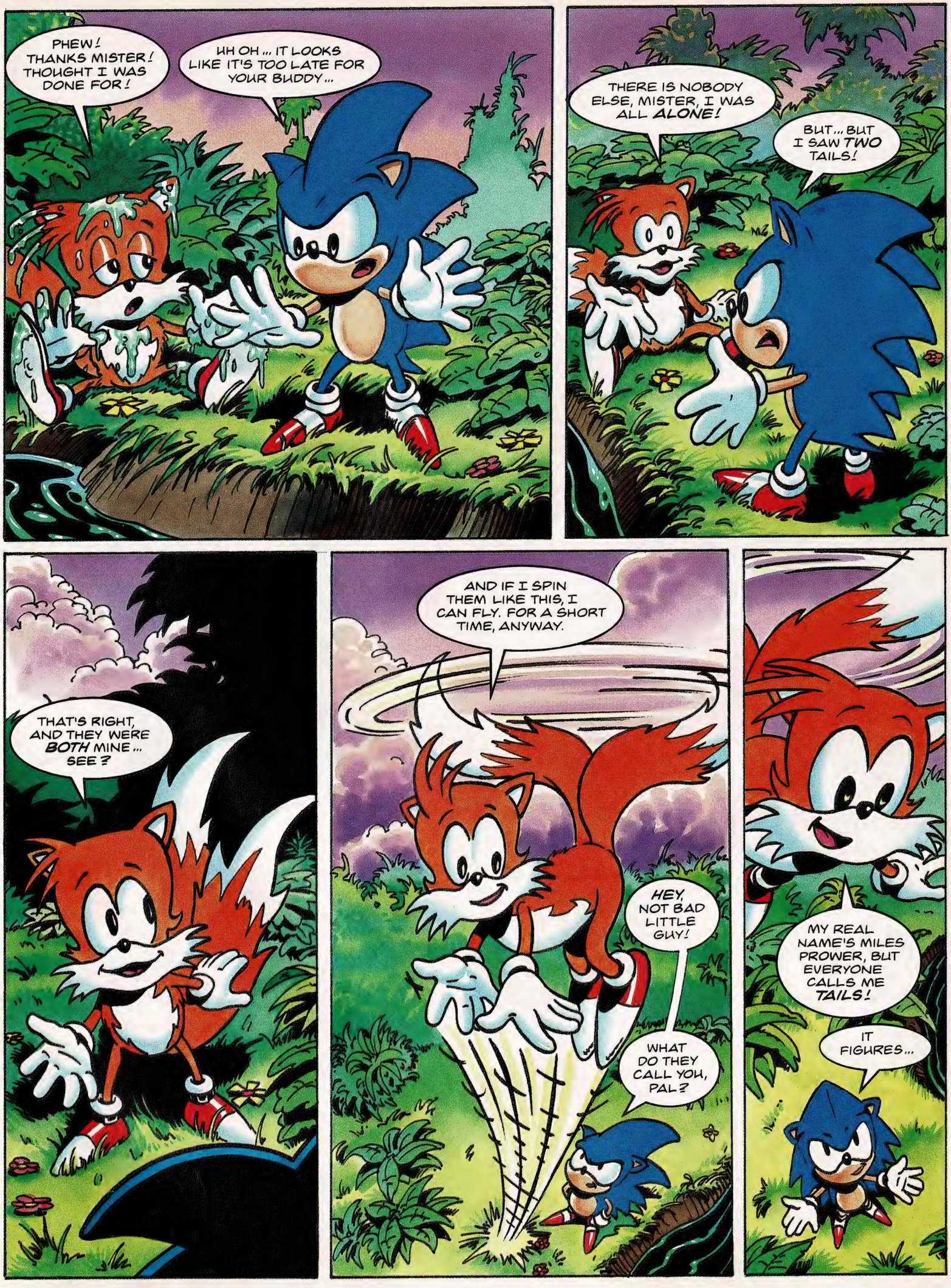

OH YEAH!
SONIC HAD JUST HAD HIS FIRST GREAT VICTORY OVER ROBOTNIK AND THINGS WERE LOOKING ROSY... EXCEPT NOBODY WAS SURE WHAT TO DO WITH THE CHAOS EMERALDS...

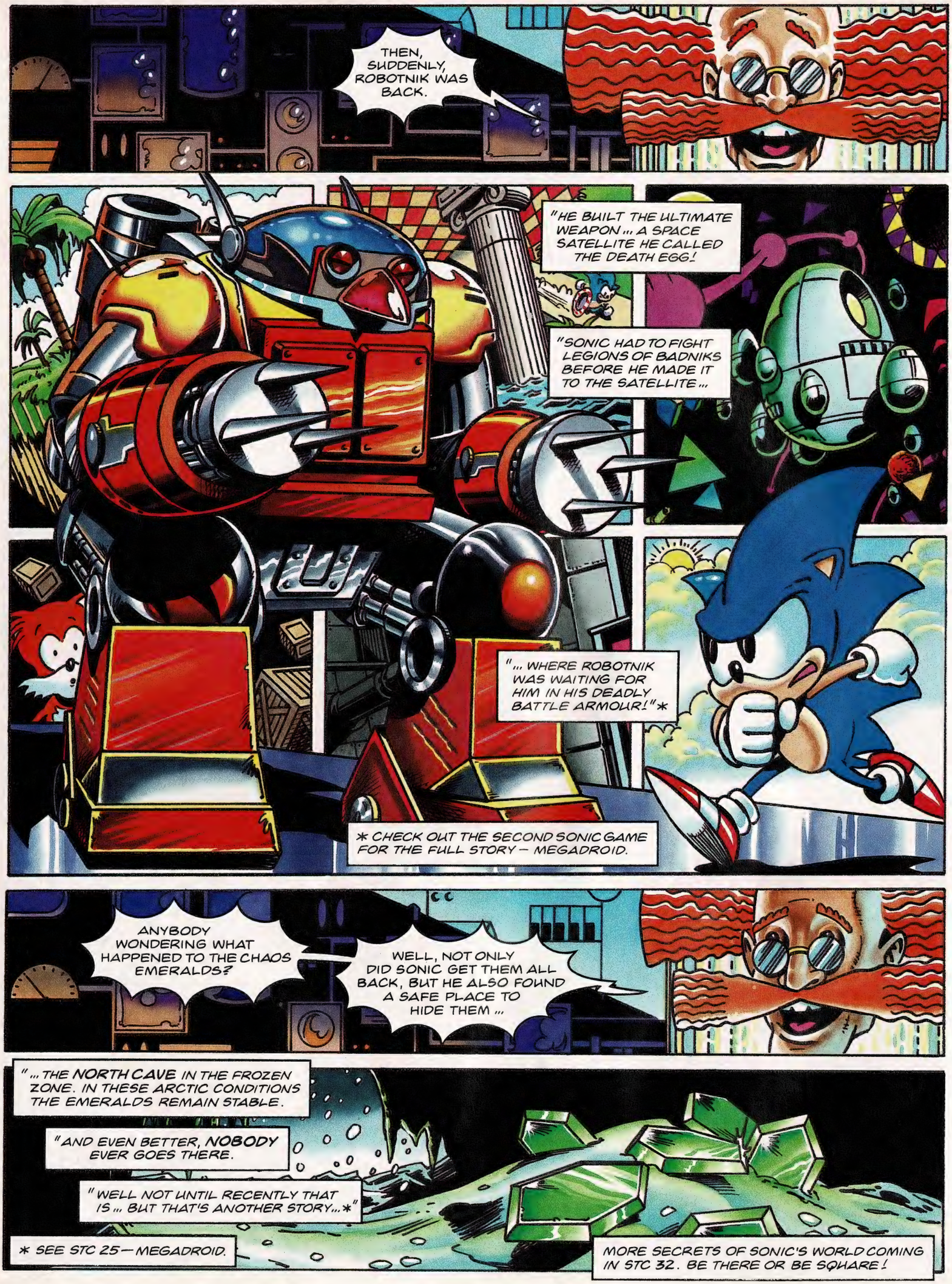

"... SO THEY TOOK THEM TO THE UNDERGROUND LAB."
WHEN DID THIS START, PORKER?
THE EMERALDS STARTED GIVING OFF RADIATION ABOUT HALF AN HOUR AGO... THE LEVEL'S BEEN RISING EVER SINCE!




HE TOOK THE FULL BLAST...
SONIC? YOU OKAY SONIC?
AM I OKAY?
DON'T I LOOK OKAY?
RAAAAAAAGHHHH! GOTTAGETOUTTATHISPLACE!
SHROOOM!
WHAT HAPPENED... DID THE EMERALDS DO THAT TO HIM?
"THAT WAS IT ALL RIGHT! THE EMERALD RADIATION HAD CHANGED SONIC INTO THE UNCONTROLLABLE SUPER SONIC!"


IT TURNS OUT THAT THE CHAOS EMERALDS SOON BECOME UNSTABLE WHEN THEY ARE KEPT TOGETHER.
THIS CAUSES AN ENERGY SURGE WHICH WARPS THEM BACK TO THE SPECIAL ZONE.
"ANYWAY, SONIC EVENTUALLY TURNED BACK TO HIS NORMAL COOL, BLUE SELF."
WOW! WHAT HAPPENED?
MAN, WHERE AM I NOW? LOOKS LIKE THE SWAMPLAND ZONE!
HELP! HELP! GLUB...
HELP, HELP, GLUB?
THE SWAMP! LOOKS LIKE A COUPLE OF GUYS HAVE FALLEN IN!
HEY! THEY'RE IN BIG TROUBLE!
HOLD STILL, DUDES! GONNA HAVE TO PULL YOU OUT ONE AT A TIME!


PHEW! THANKS MISTER! THOUGHT I WAS DONE FOR!
UH OH... IT LOOKS LIKE IT'S TOO LATE FOR YOUR BUDDY...
THERE IS NOBODY ELSE, MISTER, I WAS ALL ALONE!
BUT... BUT I SAW TWO TAILS!
THAT'S RIGHT, AND THEY WERE BOTH MINE... SEE?
AND IF I SPIN THEM LIKE THIS, I CAN FLY. FOR A SHORT TIME, ANYWAY.
HEY, NOT BAD LITTLE GUY!
WHAT DO THEY CALL YOU, PAL?
MY REAL NAME'S MILES PROWER, BUT EVERYONE CALLS ME TAILS!
IT FIGURES...


THEN, SUDDENLY, ROBOTNIK WAS BACK.
"HE BUILT THE ULTIMATE WEAPON ... A SPACE SATELLITE HE CALLED THE DEATH EGG!
"SONIC HAD TO FIGHT LEGIONS OF BADNIKS BEFORE HE MADE IT TO THE SATELLITE ...
"... WHERE ROBOTNIK WAS WAITING FOR HIM IN HIS DEADLY BATTLE ARMOUR!"*
* CHECK OUT THE SECOND SONIC GAME FOR THE FULL STORY – MEGADROID.
ANYBODY WONDERING WHAT HAPPENED TO THE CHAOS EMERALDS?
WELL, NOT ONLY DID SONIC GET THEM ALL BACK, BUT HE ALSO FOUND A SAFE PLACE TO HIDE THEM ...
"... THE NORTH CAVE IN THE FROZEN ZONE. IN THESE ARCTIC CONDITIONS THE EMERALDS REMAIN STABLE.
"AND EVEN BETTER, NOBODY EVER GOES THERE.
"WELL NOT UNTIL RECENTLY THAT IS ... BUT THAT'S ANOTHER STORY ...*"
* SEE STC 25 – MEGADROID.
MORE SECRETS OF SONIC'S WORLD COMING IN STC 32. BE THERE OR BE SQUARE!

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Q Zone

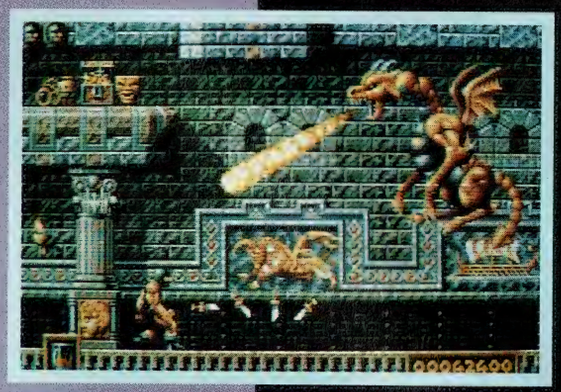
Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the Q Zone for hints, tips, and help with your favourite Sega games.

Welcome back to your regularly sceduled Q Zone. There'll be more tips for Sonic games coming soon, but for now, STC Game Guru *David Gibbon* unlocks the secrets of some of the many other games for the various Sega systems.

GODS Codes

MD

Gods is a classic platform game, first created by the famous Bitmap Brothers on the Amiga. Accolade did a fine job converting it to the Mega Drive - they even managed to improve the graphics by adding parallax scrolling (i.e. the background moves separately from the foreground). The game was very complex so I'm sure that these cheats will be welcomed:



Gods (Amiga version)

Gods consists of 4 separate worlds. The passwords for each of these are:

LEVEL	PASSWORD
World 2	NASHWAN
World 3	COYOTE
World 4	FOXX

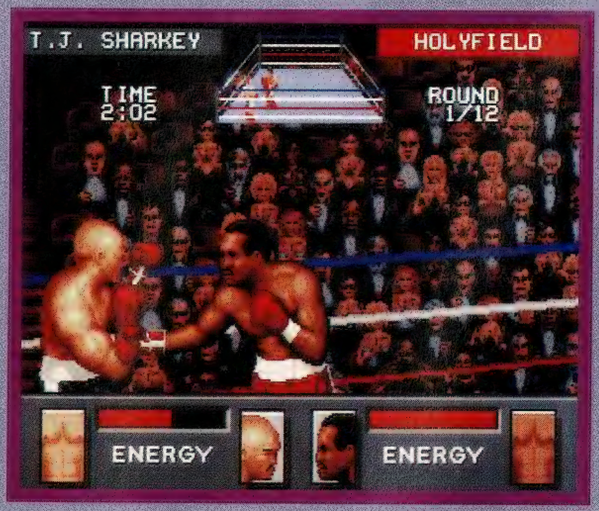
To gain infinite lives, type in the password:

MESIENTOTANFELIZ

GREATEST HEAVYWEIGHTS Tips

MD

There have been many attempts at producing boxing games for the Mega Drive but most have fallen at the first round. However, **Greatest Heavyweights** is different as it featured most of the world's great boxing champions, excellent speech and brilliant graphics. It's only failing was the high price tag of around £60. If you were fortunate enough to get hold of it, but are having difficulty, then try these tips:



1. When embarking on your boxing career always select the biggest body. The two smaller bodies may move faster, but the large boxer can reach further and inflict more damage - particularly on smaller opponents.

2. Setting your Power, Speed and Stamina is a difficult one to get right. Try and balance these out but give your boxer a little extra power.

3. Once you're into your first fight at rank no. 30, you're probably under the illusion that the game is too easy. However, that notion will change as you get further up the rankings. The boxers become harder to knock down, but the best technique is to keep punching the head. Once your opponents head starts going and he develops a cut above the eye, go for a KO by repeatedly hitting him in the stomach and then the head. This will demolish his energy.

4. After a fight you'll enter the gym where you can select three items to help get you into better shape. Speed doesn't really count for human controlled players, so concentrate on getting your Stamina and Power high at first.

5. Do not press Reset in the middle of a bout, believing that the game will be automatically saved so you can restart the fight. Unfortunately, I made that mistake and when I returned I found that it had saved, but I had lost the previous fight. Resetting the machine after a fight is safe, however.

ASTERIX Tips

MS

Asterix is an average platformer which features everyone's favourite Gaul. It can actually be quite tricky to complete, but with a little help from Q Zone ...

Infinite lives: When you reach a special treasure pot, hit it so that the special bonuses fly out. Collect the extra life and walk off the screen, then walk back to the chest and collect another life. Continue this until you think you have enough lives to complete the game.

Asterix (MD version)

DOCTOR ROBOTNIK'S MEAN BEAN MACHINE

Codes

Doctor Robotnik's first solo outing has caused a great stir with the games' press and public alike. **Doctor Robotnik's Mean Bean Machine** is similar to *Columns* on the Game Gear, only you arrange beans instead of jewels. It's accepted as an extremely addictive game, but it can be exhausting on the old grey matter. So just for you, here are the passwords for all the levels:

LEVEL	EASY	NORMAL	HARD	HARDEST
2	RRRH	HCYY	GCYY	BBGY
3	CPCG	BCRY	YCPC	GYGC
4	RCHY	YBCP	BGCP	PPRH
5	CBBP	HGBY	RPGG	GRPB
6	CRCP	GPPY	YYCG	PCGY
7	PYRB	PBGH	PCBB	BPGH
8	YGPH	GHCY	CYHY	CPSY
9	YPHB	BPHH	PBBG	PGHC
10	RYCH	HRYC	CGRY	GBYH
11	GPBC	CRRB	BYYH	GPHR
12	RHHY	GGCY	GCCB	RGHB
13	YHBB	PYHC	HCPH	RRCY

KEY:
B=BLUE; G=GREEN; P=PURPLE; R=RED; Y=YELLOW; C=COLOURLESS REFUGEE; H=HAS BEAN, THE ORANGE STAR-SHAPED BEAN.

SILPHEED

Tips

Silpheed proved to be somewhat of a disappointment when it was released, partly due to the fact that it was hyped to the hilt as the Sega's answer to *Starwing*. It revealed itself to be just another Space Invader clone but with some stunning background graphics. If you're having problems with the game, the following tips should help you out:

1. As with most decent vertically scrolling shoot-em-ups - keep moving and dodging the plethora of bullets if you want to survive. It sounds simple but you'd be surprised how many people just slug it out, hoping that the shields will hold. When you get hit, your ship will be invincible for a while and this is the ideal time to plough through all the remaining bullets and ships.

2. There are a number of different ships to fight so it's very useful to remember the attack pattern of each one. Some simply turn away and throw missiles your way, while others explode in a mass of spikes, and some even fire laser bolts. You'll have a better chance of survival when you know what you're up against

3. At the end of each level there's a powerful guardian waiting for you. The best idea is to save all your option weapons for the final confrontation and blast away as many times as you can at close range.

4. To help you complete the game, Power-Ups appear as spinning crystals that must be shot in order to release the goodies. In the heat of battle, wait until the crystal gets close to the bottom of the screen before picking anything up. This way you avoid being shot at by aliens who appear in battle at the top of the screen.

ROBOCOP VERSUS THE TERMINATOR

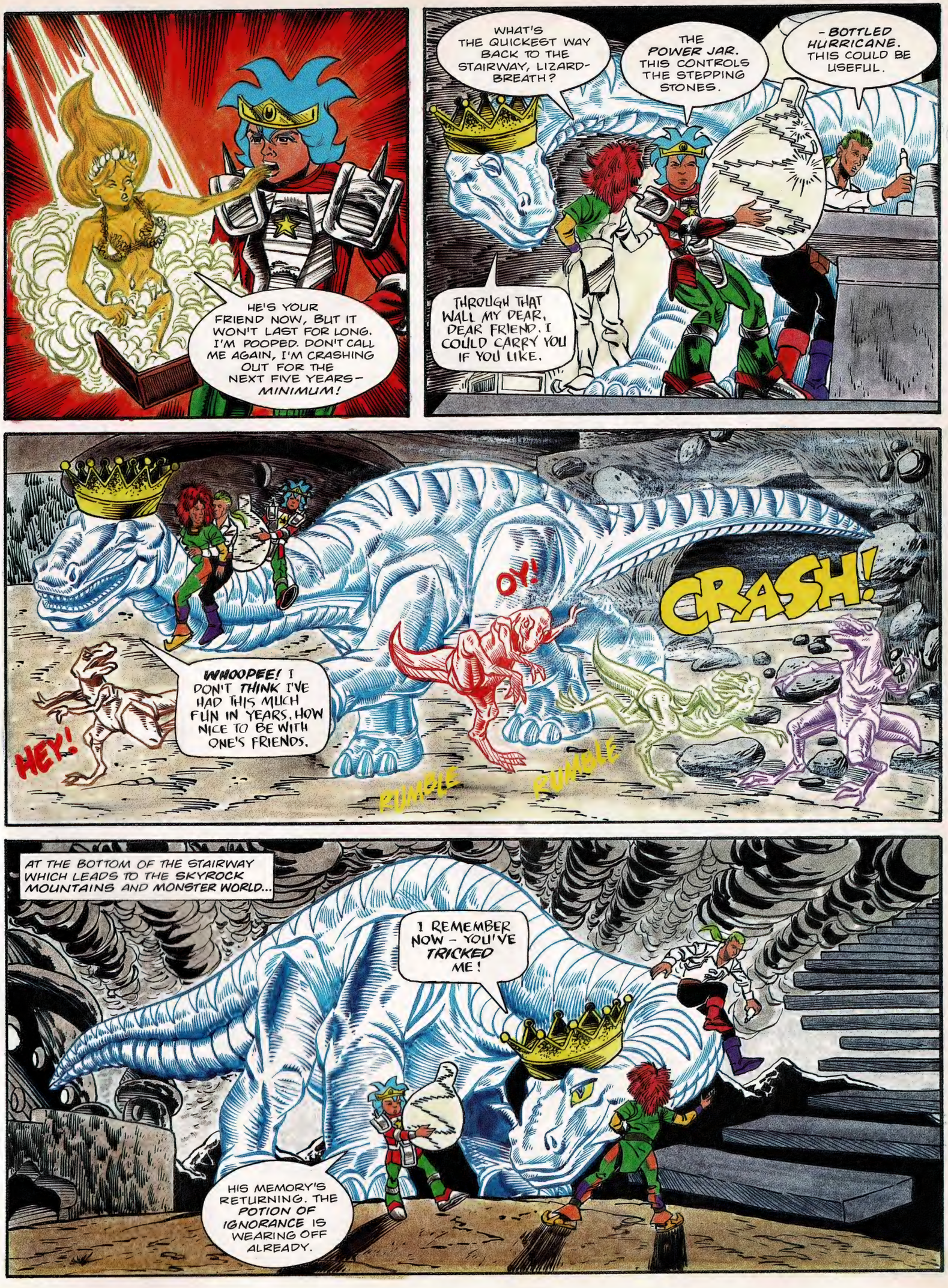
Tips

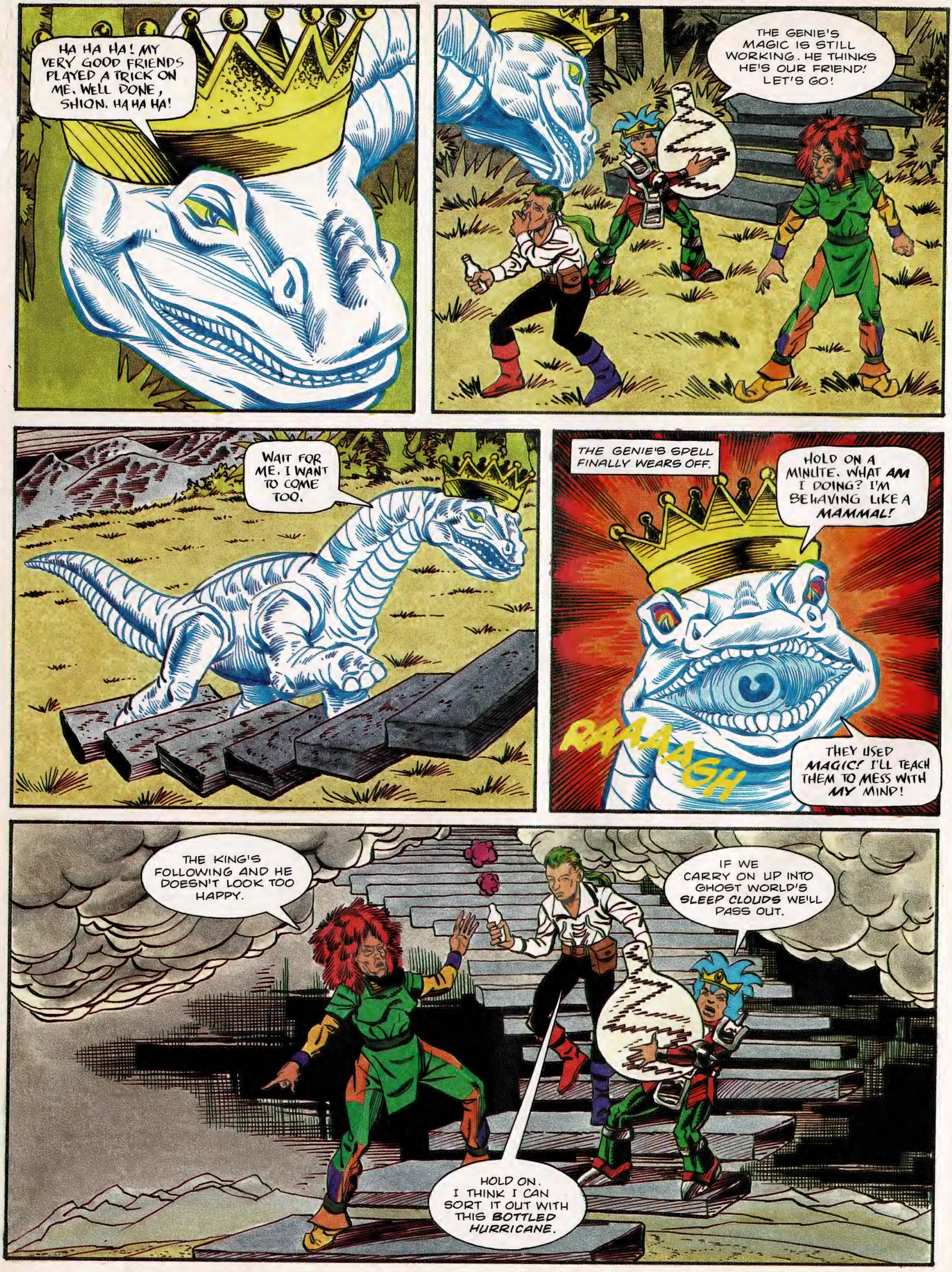
This is an excellent shoot-em-up from Virgin featuring Robocop and the Terminator as you've never seen them before. Have you noticed that certain weapons work better than others? Here's a cheat to let you select any weapon you require:

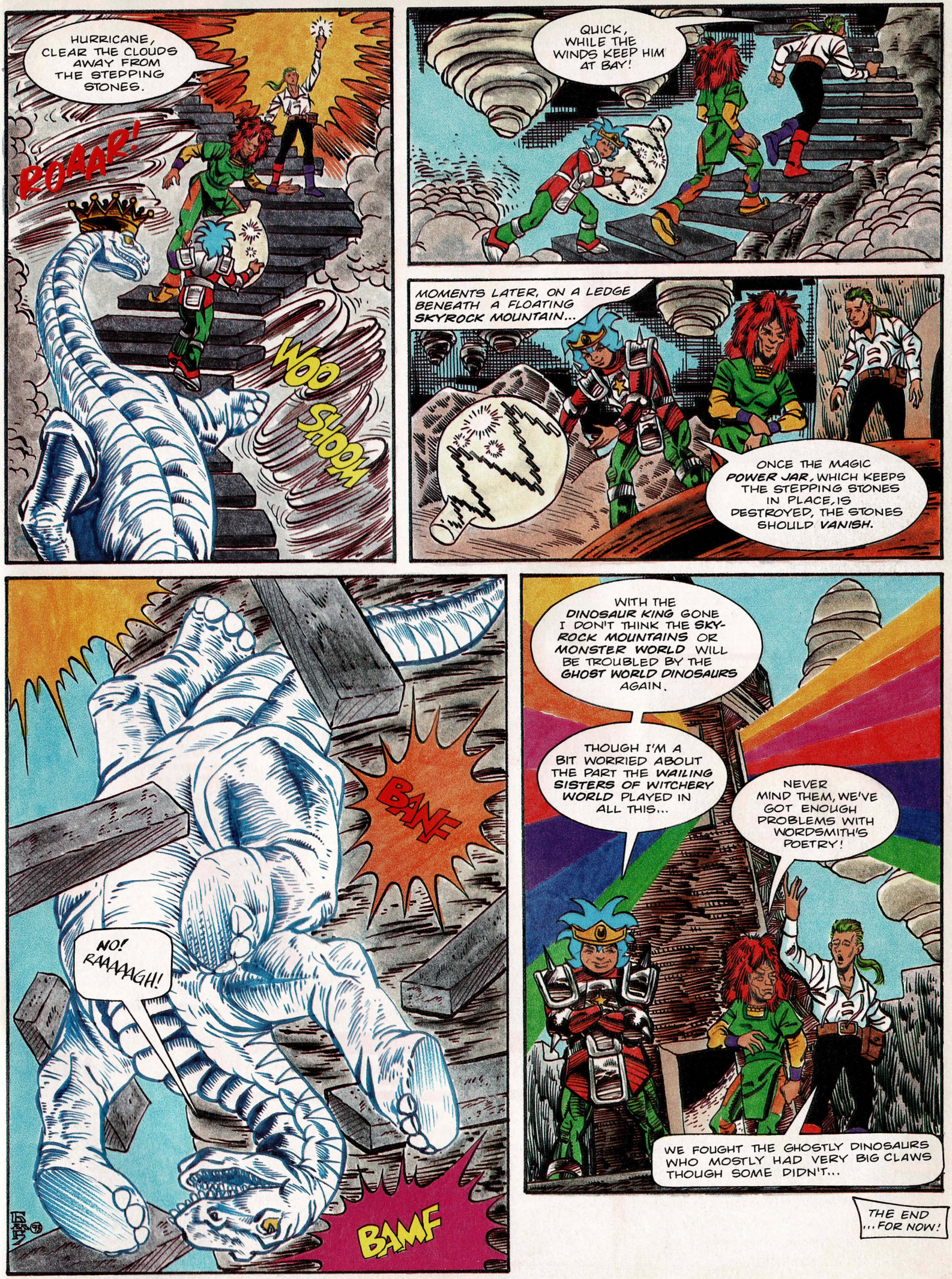
Start the game as usual, then press the Start button to pause. Next press B, A, C, C, C, A, B, A, C, C, C, A and B. You should now hear the sound of a machine gun which indicates that the cheat is activated. Release the pause and hold down A, B and C together. Next, simply press Down on the joypad to cycle through all the available weapons!

WONDER BOY
in
GHOST WORLD
part 6
SHION THE WONDER BOY IS TRAPPED IN THE PALACE OF THE DINOSAUR KING IN GHOST WORLD WITH LUKOUT THE COSMOLOGIST AND THE POET WORDSMITH.
WHAT'S HAPPENING?
RAAAR?
WHO ARE YOU? WHO AM I? WHERE ARE WE? WHAT, WHY AND HOW?
CAN WE EXPLAIN LATER AND DEAL WITH THE DINOSAUR KING FIRST?
LOOK OUT! HE'S ATTACKING!
БОТАН АЛ БУКИНГ
DEDICATED TO WINSOR McCAY!
THE POTION OF IGNORANCE IS FINALLY WORKING ON THE KING. NOW TO TRY OUT THIS MAGIC BOX.
GENIE- PERSUADE THE KING THAT HE'S OUR FRIEND AND SERVANT.
YOUR WISH IS MY COMMAND, OH WONDER BOY.
IT'S SHION! DOESN'T ANYONE KNOW MY REAL NAME?
BY THE MAGIC POWERS OF THE GENIE GUILD, LOVE, CHERISH, OBEY AND SERVE THESE WHO ARE NOW YOUR FRIENDS —
- OR ELSE!

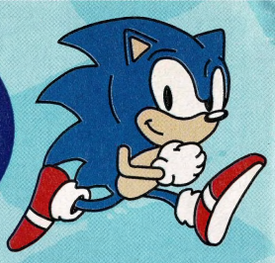
Script: Mark Eyles **Art:** M. DJ. Boyann **Lettering:** Elitta Fell


HE'S YOUR FRIEND NOW, BUT IT WON'T LAST FOR LONG. I'M POOPED. DON'T CALL ME AGAIN, I'M CRASHING OUT FOR THE NEXT FIVE YEARS— MINIMUM!
WHAT'S THE QUICKEST WAY BACK TO THE STAIRWAY, LIZARD-BREATH?
THE POWER JAR. THIS CONTROLS THE STEPPING STONES.
— BOTTLED HURRICANE. THIS COULD BE USEFUL.
THROUGH THAT WALL MY DEAR, DEAR FRIEND. I COULD CARRY YOU IF YOU LIKE.
HEY!
WHOOPEE! I DON'T THINK I'VE HAD THIS MUCH FUN IN YEARS. HOW NICE TO BE WITH ONE'S FRIENDS.
OY!
RUMBLE
RUMBLE
CRASH!
AT THE BOTTOM OF THE STAIRWAY WHICH LEADS TO THE SKYROCK MOUNTAINS AND MONSTER WORLD...
I REMEMBER NOW — YOU'VE TRICKED ME!
HIS MEMORY'S RETURNING. THE POTION OF IGNORANCE IS WEARING OFF ALREADY.


HA HA HA! MY VERY GOOD FRIENDS PLAYED A TRICK ON ME. WELL DONE, SHION. HA HA HA!
THE GENIE'S MAGIC IS STILL WORKING. HE THINKS HE'S OUR FRIEND! LET'S GO!
WAIT FOR ME. I WANT TO COME TOO.
THE GENIE'S SPELL FINALLY WEARS OFF.
HOLD ON A MINUTE. WHAT AM I DOING? I'M BEHAVING LIKE A MAMMAL!
RAAAAGH
THEY USED MAGIC! I'LL TEACH THEM TO MESS WITH MY MIND!
THE KING'S FOLLOWING AND HE DOESN'T LOOK TOO HAPPY.
IF WE CARRY ON UP INTO GHOST WORLD'S SLEEP CLOUDS WE'LL PASS OUT.
HOLD ON. I THINK I CAN SORT IT OUT WITH THIS BOTTLED HURRICANE.


HURRICANE, CLEAR THE CLOUDS AWAY FROM THE STEPPING STONES.
ROAAR!
WOO
SHOOM
QUICK, WHILE THE WINDS KEEP HIM AT BAY!
MOMENTS LATER, ON A LEDGE BENEATH A FLOATING SKYROCK MOUNTAIN...
ONCE THE MAGIC POWER JAR, WHICH KEEPS THE STEPPING STONES IN PLACE, IS DESTROYED, THE STONES SHOULD VANISH.
BANG
NO! RAAAAGH!
BAMF
WITH THE DINOSAUR KING GONE I DON'T THINK THE SKY-ROCK MOUNTAINS OR MONSTER WORLD WILL BE TROUBLED BY THE GHOST WORLD DINOSAURS AGAIN.
THOUGH I'M A BIT WORRIED ABOUT THE PART THE WAILING SISTERS OF WITCHERY WORLD PLAYED IN ALL THIS...
NEVER MIND THEM, WE'VE GOT ENOUGH PROBLEMS WITH WORDSMITH'S POETRY!
WE FOUGHT THE GHOSTLY DINOSAURS WHO MOSTLY HAD VERY BIG CLAWS THOUGH SOME DIDN'T...
THE END ...FOR NOW!

SPEEDLINES



Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.

Top of the Tots

Dear STC,

My friend and I did a survey in our school and discovered that ninety per-cent of children read STC. What do you think of that then?

Daniel Modeste, Finsbury Park, London.
Sonic Water Fun Game Winner.

I think you should get to work on those ten per cent who are missing out on STC, Daniel!

Stuart Gibbs, Ardrossan, Scotland. MS owner. Sonic Water Fun Game Winner.

Tough at the Top

Dear STC,

Why doesn't Sonic answer the letters and stuff instead of Megadroid?

It's not that I don't like Megadroid, it's just that I thought Sonic could reply instead. Anyway, keep up the excellent work.

Louis Vanderman, Poole, Dorset. MS owner.
Sonic Water Fun Game Winner.

Put yourself in Sonic's shoes Louis, whizzing from zone to zone, battling relentlessly against the evil Doctor Robotnik to save Planet Mobius. Would you find it exciting having to do overtime in a stuffy office slaving over the paperwork?

Keep Smiling

Dear STC,

I have a serious question for you concerning Cool Spot. If he was committed to a monastry, would he then be known as Sad Spot?

Robert Carrigan, Bembridge, Isle of Wight.
Sonic Water Fun Game Winner.

Interesting theory Robert. Does that mean that in order to cheer him up, we'd have to send him to an exotic holiday location where he'd become Sun Spot?

Tails To The Rescue

Dear STC,

I am fed up of Sonic rescuing people all the time. I mean, he must make *some* mistakes which he can't get out of! I'd like to see someone else get Sonic out of trouble for a change.

Adam Johnson, Hanford, Stoke on Trent. GG owner.
Sonic Water Fun Game Winner.

Why do you think Sonic has the help of his side-kick Tails. Adam?

Sweet Revenge

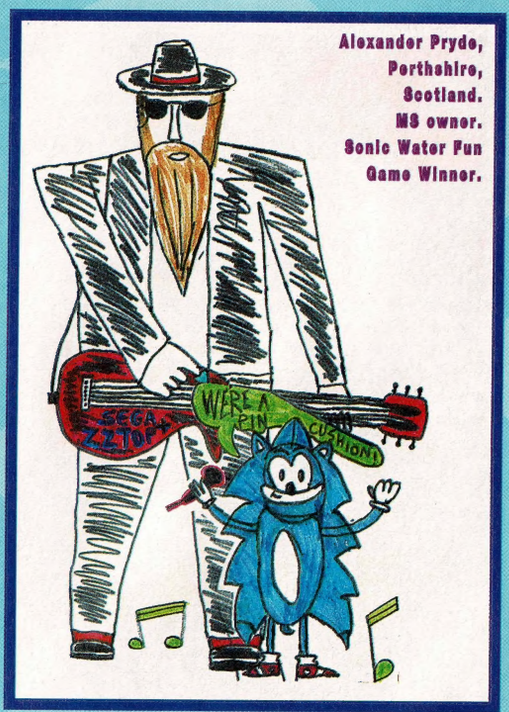
Dear STC,

I have adapted a poem for you -

Doctor Robotnik is no good
Chop him up for fire wood
If he is no good for that
Feed him to the pussy cat
If Doctor Robotnik interferes
Tie him up and box his ears
If that does not serve him right
Blow him up with dynamite!

Laura Pearson, Winco Bank, Sheffield.
Sonic Water Fun Game Winner.

Laura, it's good to hear you shattering the image of soft female humes and silly stories of sugar and spice etc.



Alexandor Prydo, Perthshire, Scotland. MS owner. Sonic Water Fun Game Winner.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

NEXT ISSUE!

TAILS IS BACK!

NEW STORY!
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What's it all about? Turn the page, dummy!

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STC 28 IT'S A MEGABLAST!

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DATA STRIP

Fill in & send to:
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WHO ARE YOU?

Tell us your name, age & address.

NAME.....
ADDRESS.....
.....
.....
.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....
SCORE/ACHIEVEMENT
.....
.....

SYSTEM:- (please tick)
MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....
.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....
2.....
3.....

HOW DO YOU RATE ISSUE 27 OF STC?

☐ %

PREPARE FOR SERIOUS WEIRDNESS NEXT ISSUE!